

FIG. 1A

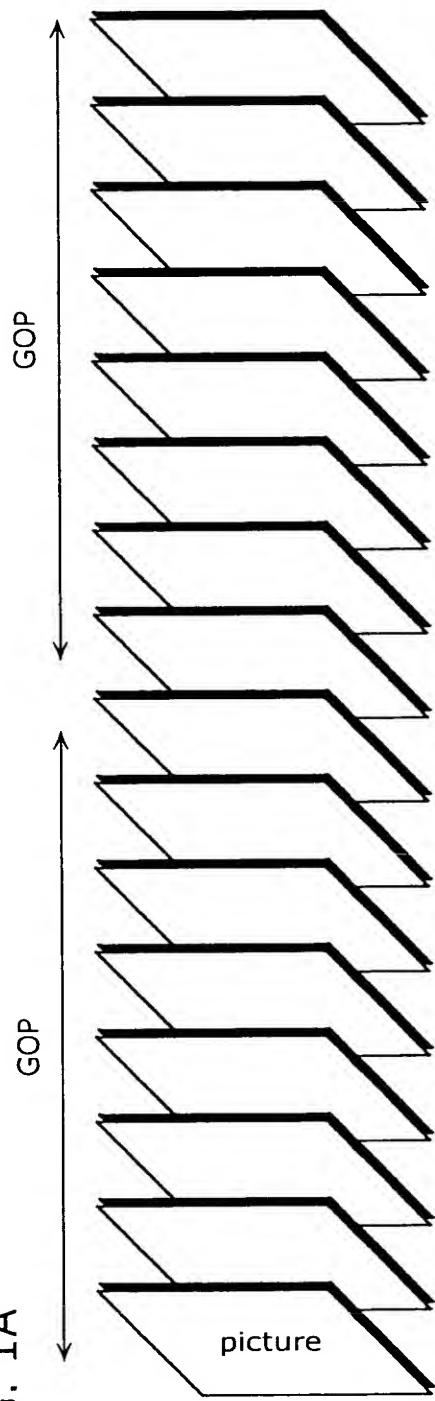


FIG. 1B

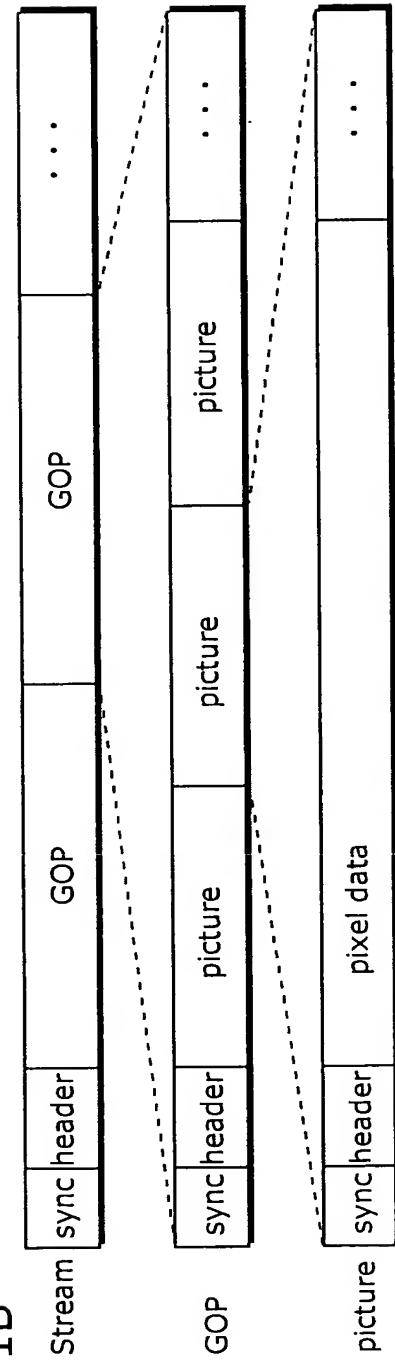


FIG. 2A

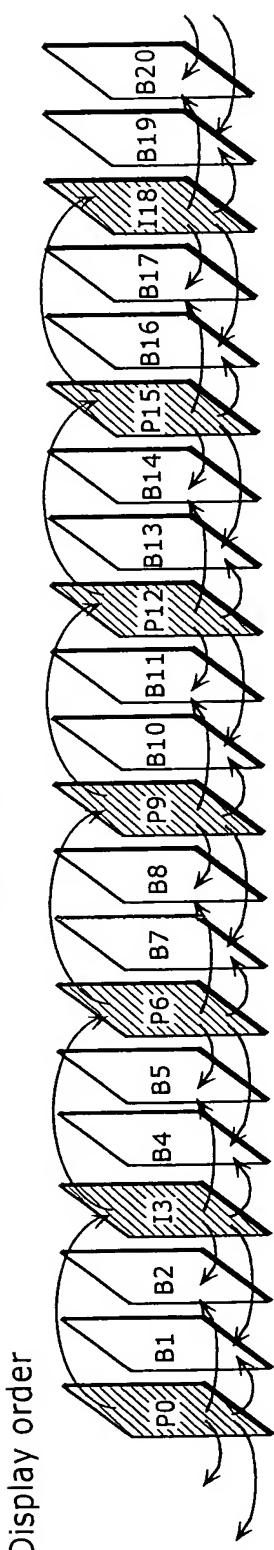


FIG. 2B

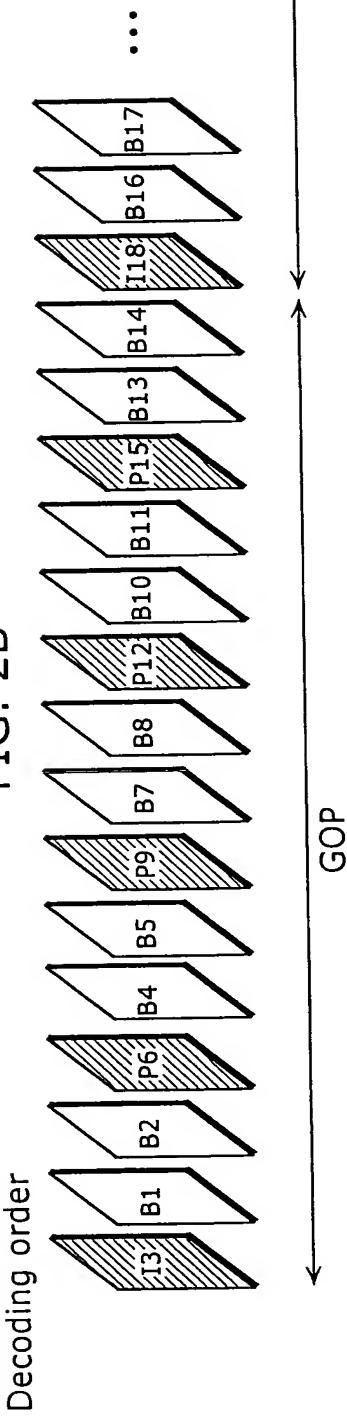


FIG. 3A

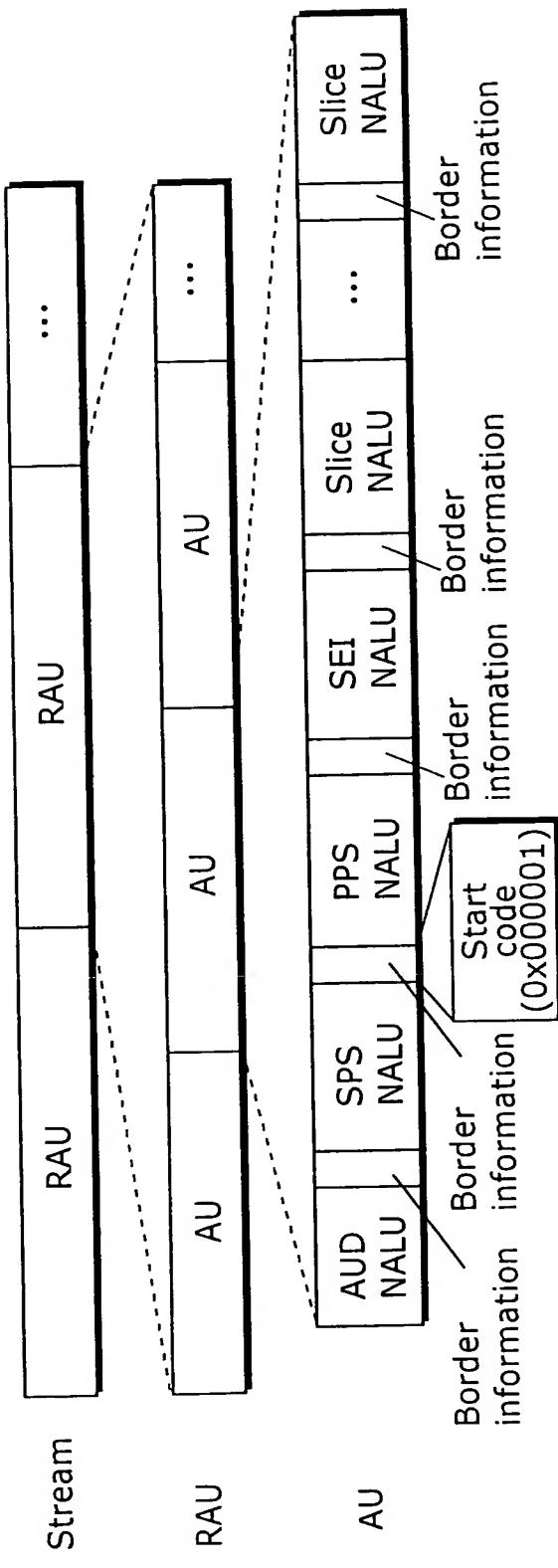


FIG. 3B

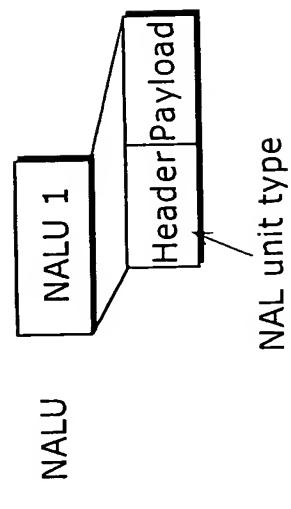


FIG. 4

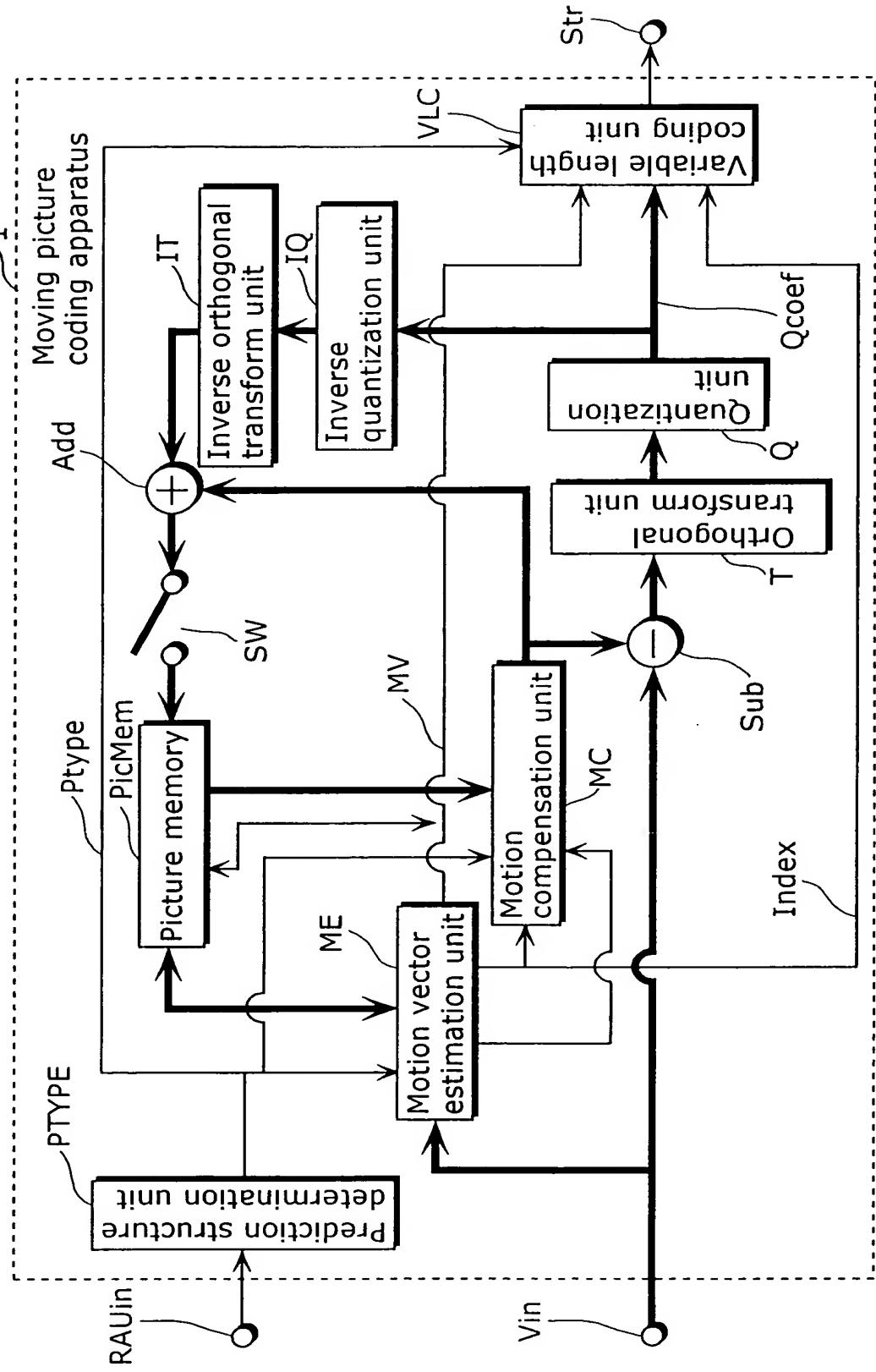


FIG. 5

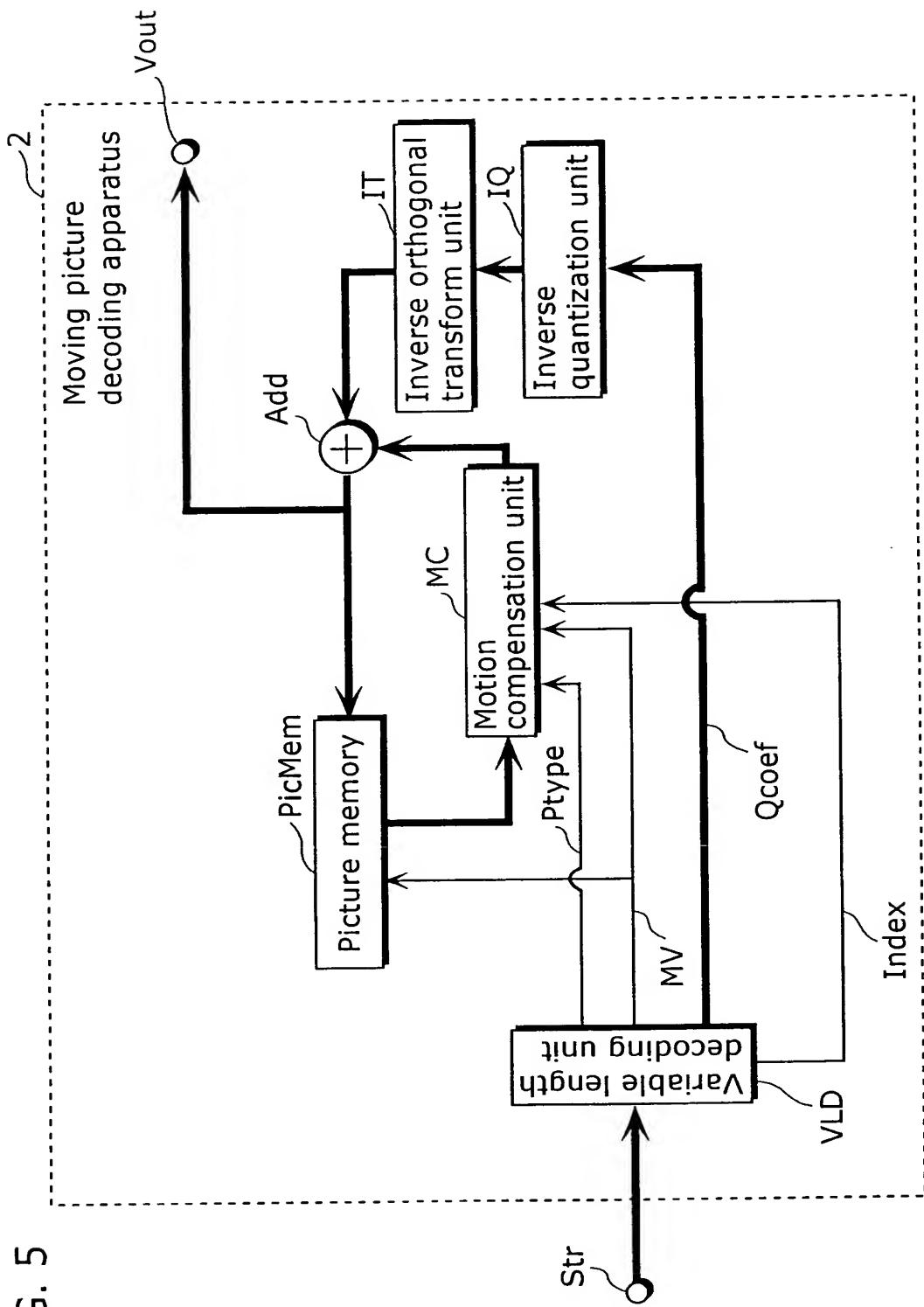


FIG. 6A

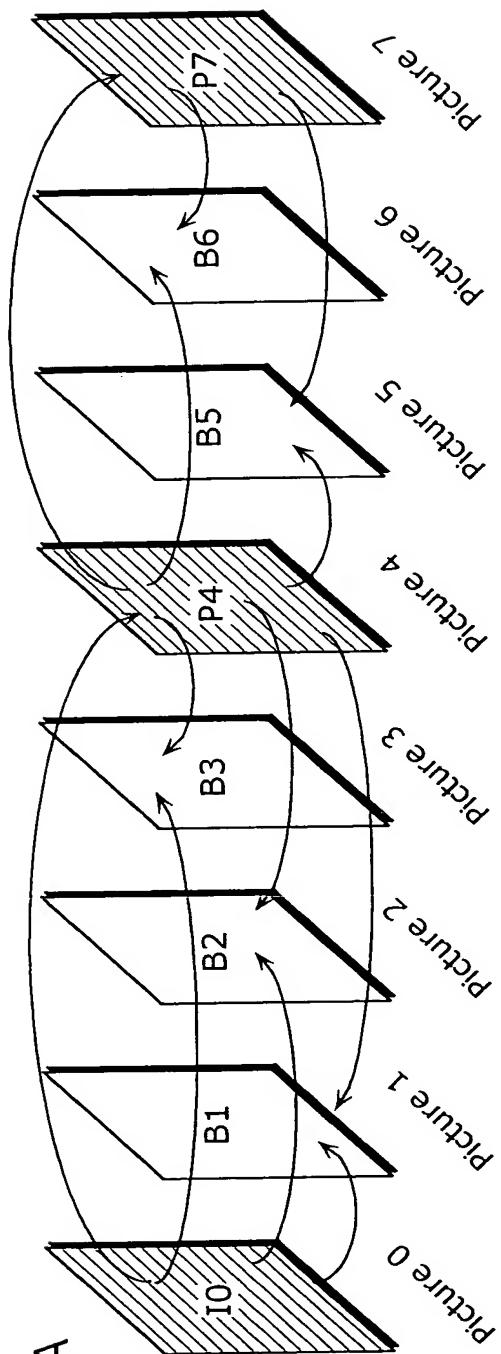


FIG. 6B

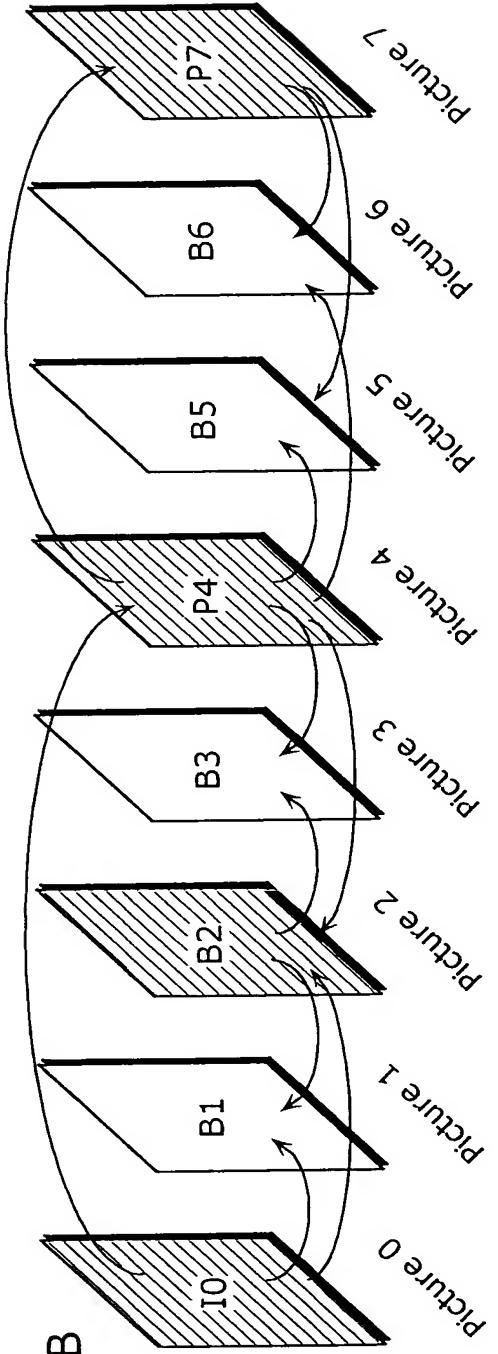


FIG. 7

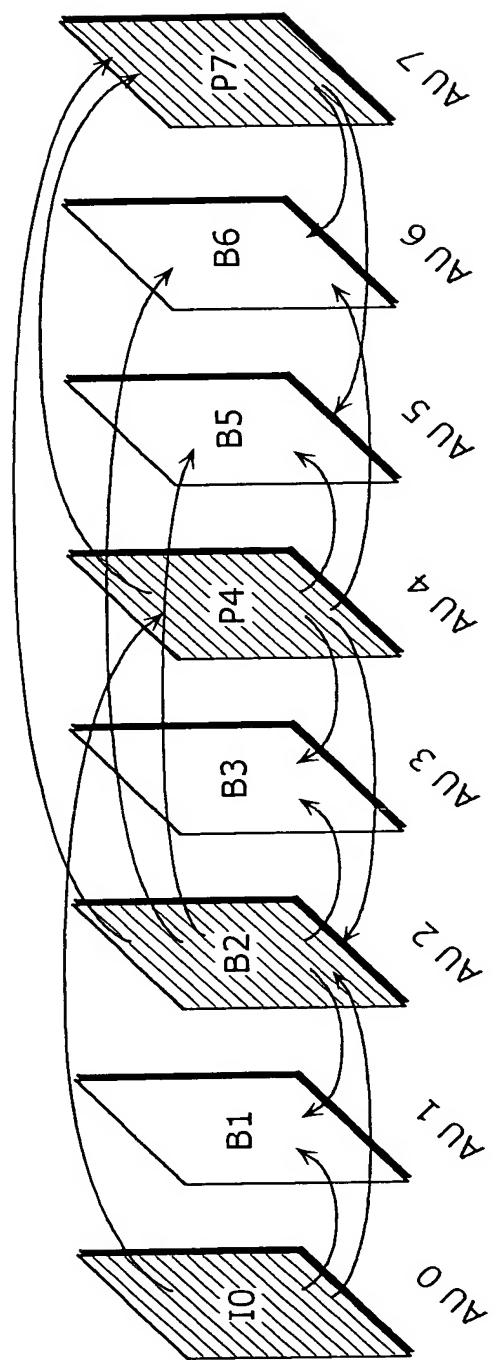


FIG. 8A

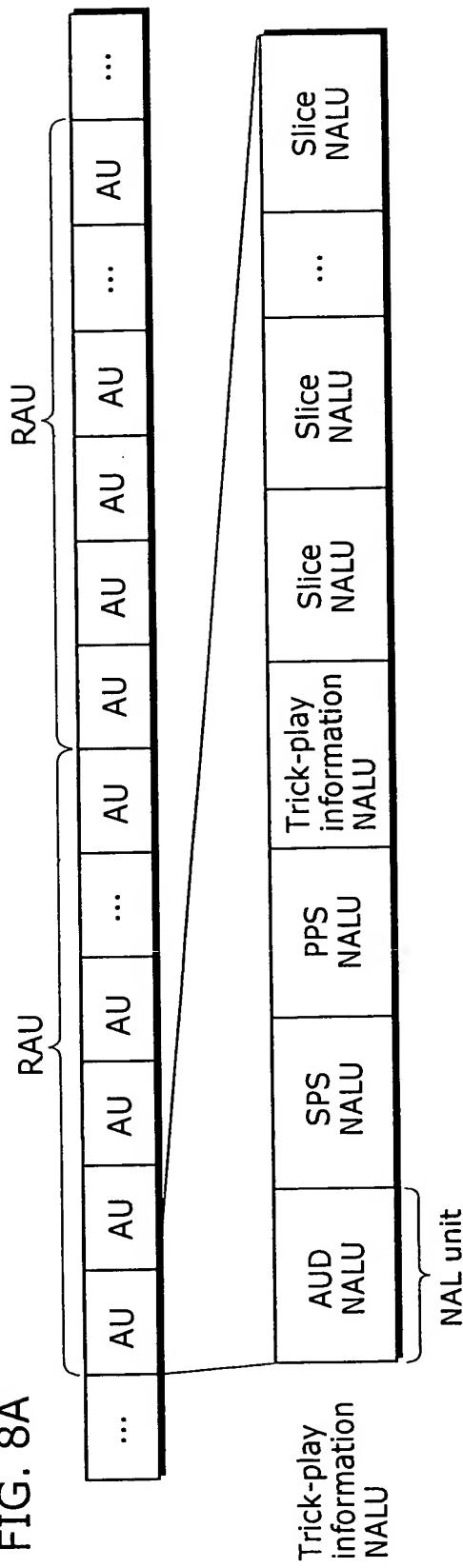


FIG. 8B

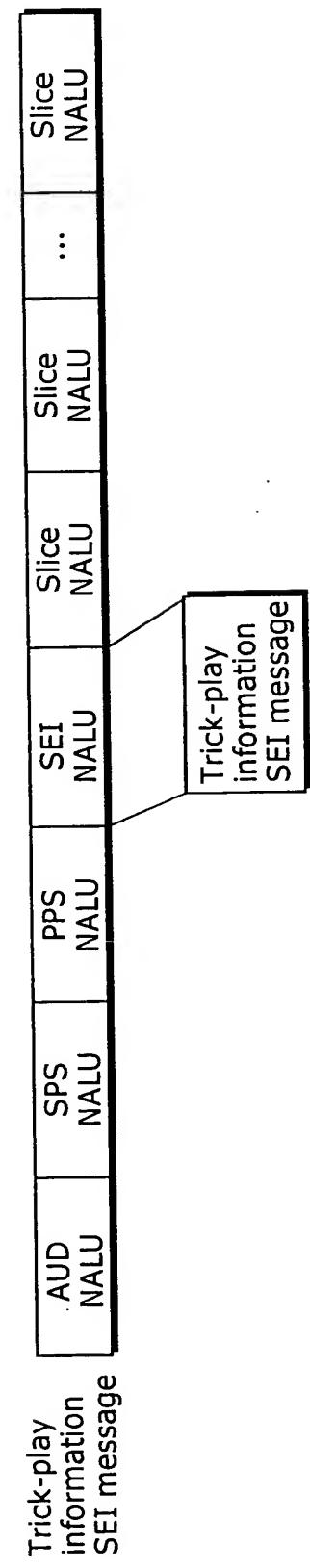


FIG. 9A  
Display order

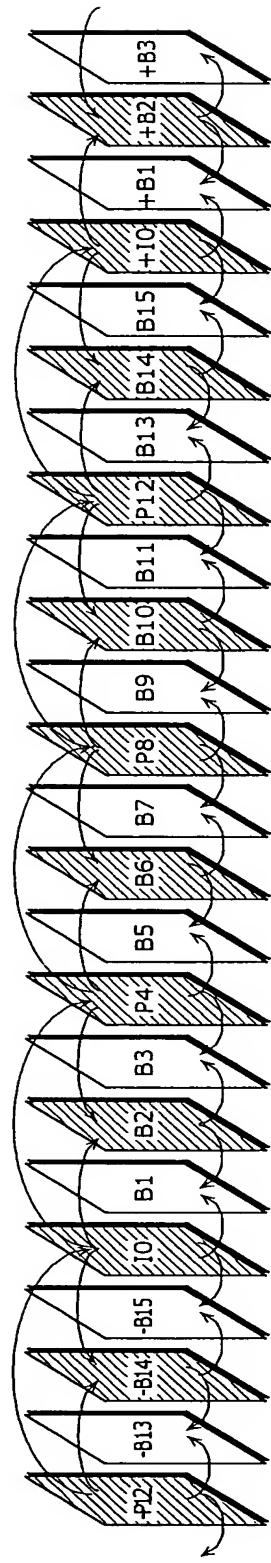


FIG. 9B  
Decoding order

RAU																
10	-B14	-B13	-B15	P4	B2	B1	B3	P8	B6	B5	B7	P12	B10	B9	B11	+I0

FIG. 9C  
Double  
-speed

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

FIG. 9D  
Quadruple  
-speed

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

FIG. 10A  
Display order

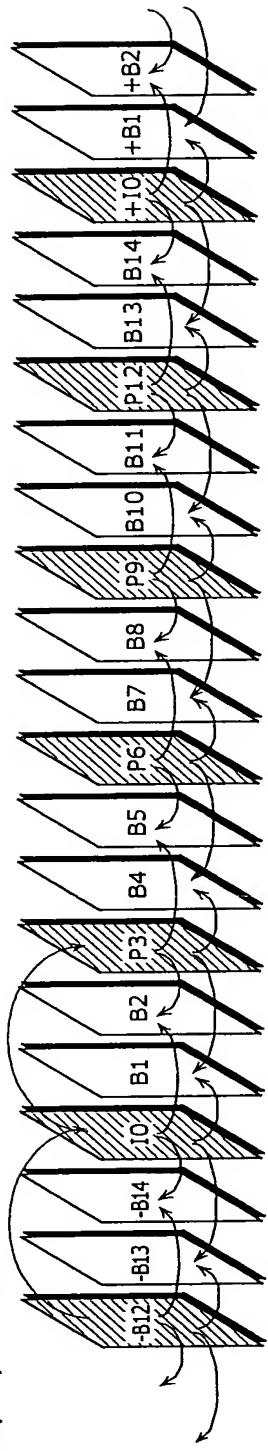


FIG. 10B  
Decoding order

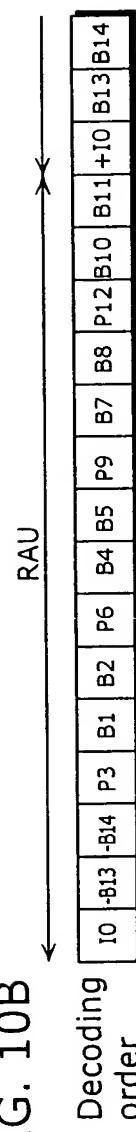


FIG. 10C  
1.5-times  
speed

*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---

FIG. 10D  
Triple-speed

*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---

FIG. 11A

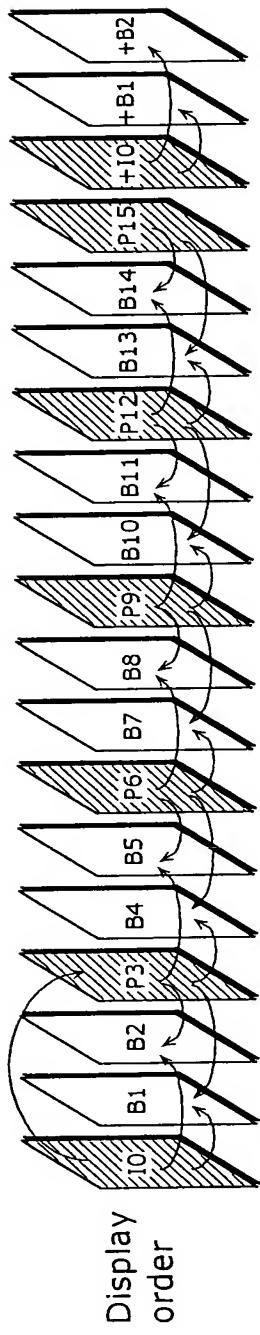


FIG. 11B

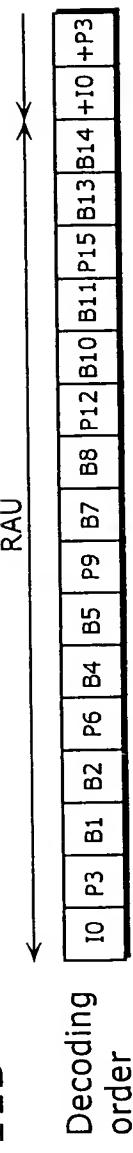


FIG. 11C

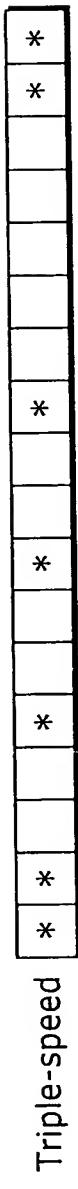


FIG. 12A  
Display order

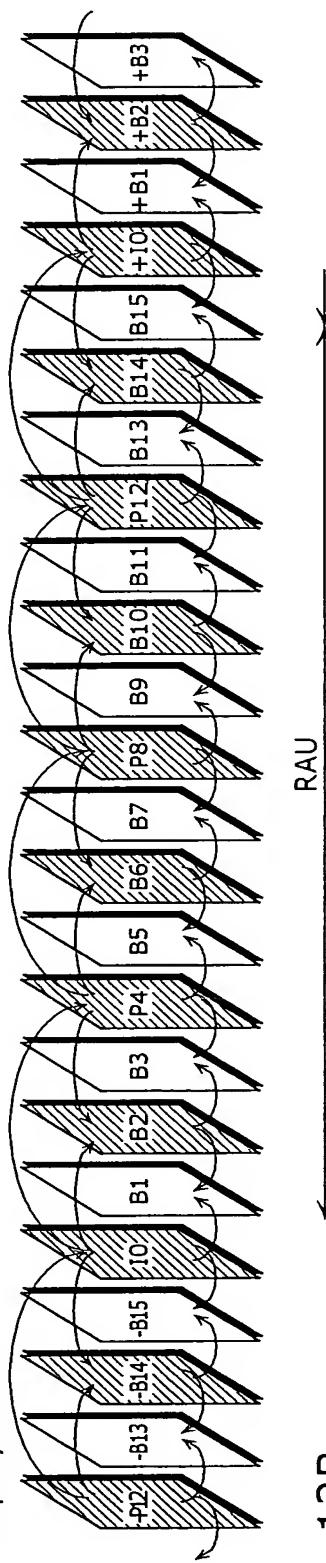


FIG. 12B  
Decoding order

I0	-B14	-B13	-B15	P4	B2	B1	B3	P8	B6	B5	B7	P12	B10	B9	B11	I0
----	------	------	------	----	----	----	----	----	----	----	----	-----	-----	----	-----	----

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

1	14	13	10	9	6	5	2	1	14	13	10	9	6	5	2	1
---	----	----	----	---	---	---	---	---	----	----	----	---	---	---	---	---

1	8	7	6	5	4	3	2	1	1	8	7	6	5	4	3	2
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

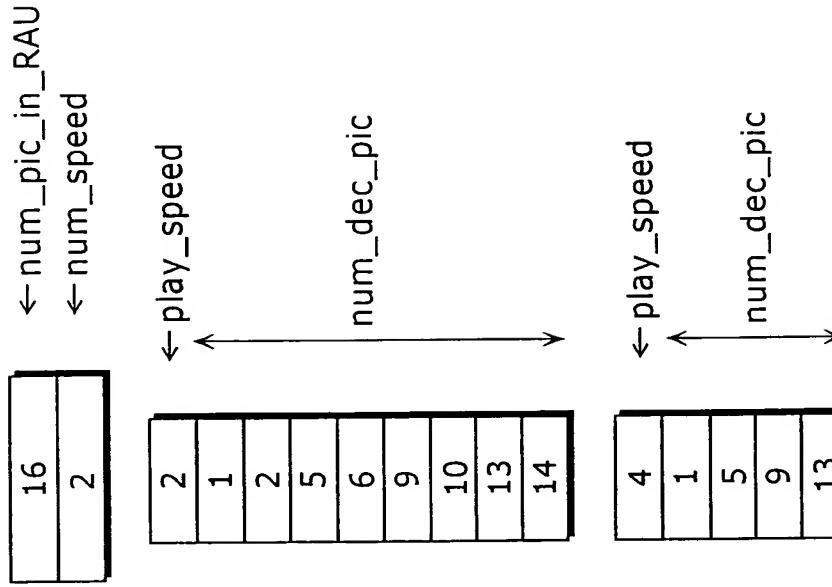
```

Variable Speed Play {
    num_pic_in_RAU;
    num_speed;
    for (i=0; i < num_speed; i++) {
        play_speed;
        num_dec_pic;
        for (j=0; j < num_dec_pic; j++) {
            dec_pic;
        }
    }
}

```

Syntax example

FIG. 13A



Data storage unit

FIG. 13B

FIG. 14

```
Variable Speed Play {
    num_pic_in_RAU;
    num_speed;
    for (i=0; i < num_speed; i++) {
        play_speed;
        num_dec_pic;
        pts_dts_flag;
        for (j=0; j < num_dec_pic; j++) {
            dec_pic;
            if (pts_dts_flag) diplay_order;
        }
    }
}
```

FIG. 15A

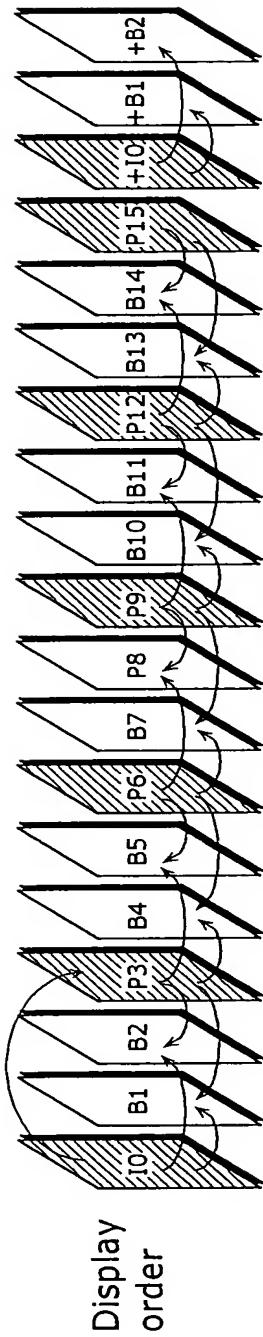


FIG. 15B

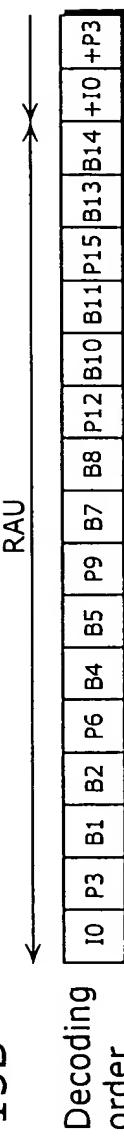


FIG. 15C

\*  
\*  
\*  
\*  
\*  
\*  
\*  
\*  
\*  
\*  
\*  
\*

FIG. 16A

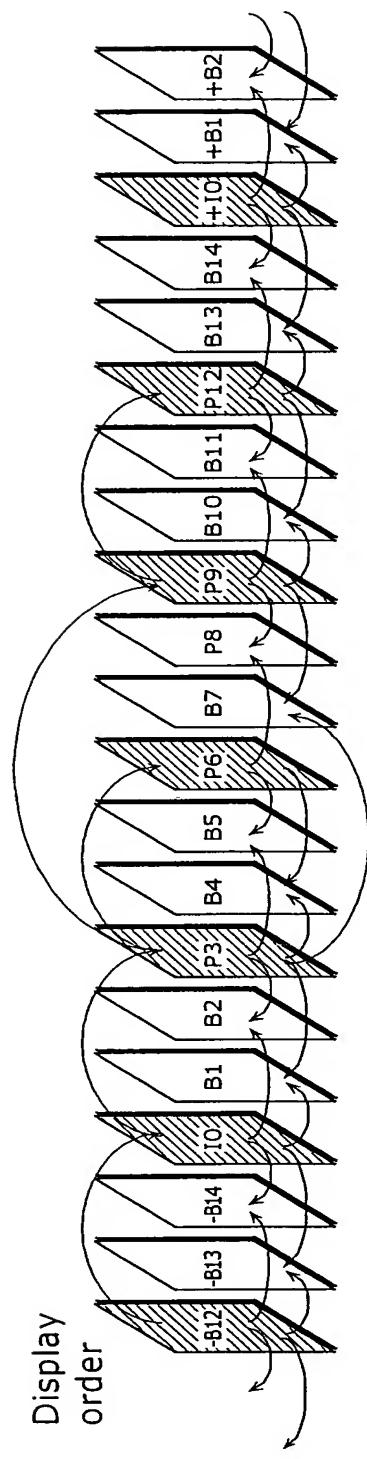


FIG. 16B

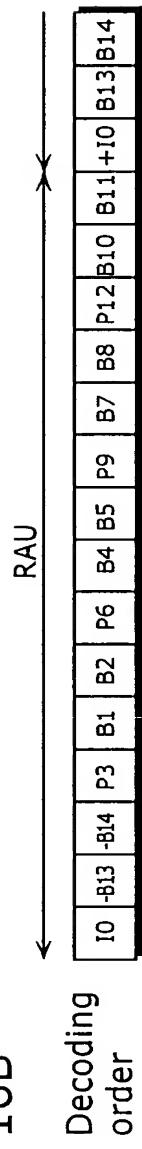


FIG. 16C

Buffer	detention	time
3	0	0
0	6	0
0	0	3
0	0	0
3	0	0
0	0	3
0	0	0

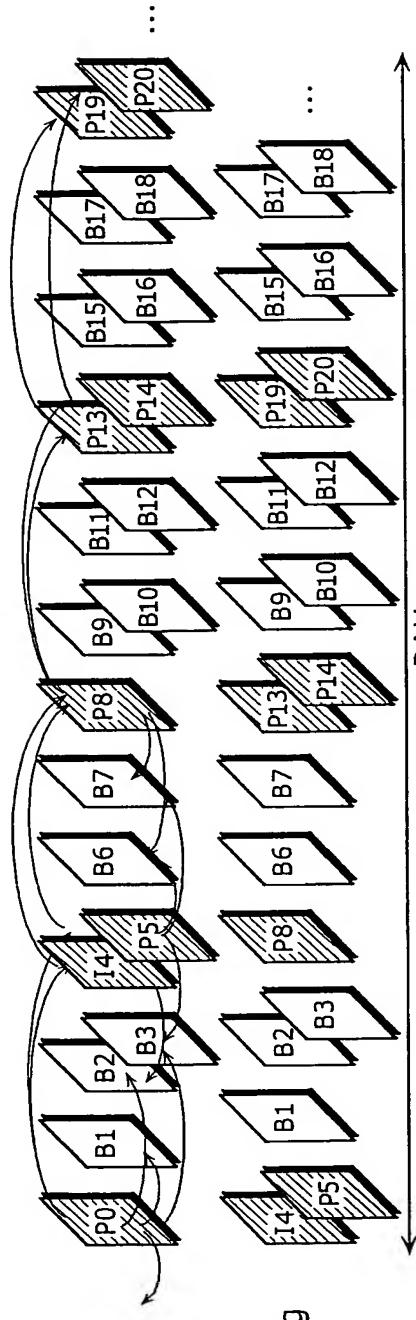


FIG. 17A  
Display order

FIG. 17B Decoding order

FIG. 17C

```

RAU map {
    num_AU_in_RAU;
    for (i=0; i < num_AU_in_RAU; i++) {
        frame_field_flag;
        pic_type;
    }
}

```

FIG. 1/D

FIG. 1/F

```

RAU map {
    num_frame_in_RAU;
    for (i=0; i < num_frame_in_RAU; i++) {
        frame_flag;
        if (frame_flag) frame_type;
        else field_pair_type;
    }
}

```

RAU

15 ← num_frame_in_RAU			
frame_flag	frame_type	field_pair_type	
0	0	IP	←I4,P5
0	1	-	←B1
1	3	BnBn	←B2,B3
0	3	-	←P8
0	3	1	-
0	3	3	←B6
1	1	3	←B7
1	1	1	PP
1	3	-	←P13,P14
1	3	0	PP
0	1	-	←B9,B10
0	1	0	←B11,B12
0	3	3	←P19,P20
0	3	0	←B15,B16
0	3	3	←B17,B18
0	3	...	...
0	3	...	...
0	1	...	...
0	1	...	...

30 ← num_AU_in_RAU			
frame_field_flag	pic_type		
0	0	0	←B1
0	1	1	←B2
1	3	3	←B3
0	3	3	←B4
1	1	1	←B5
1	3	3	←B6
1	3	0	←B7
0	1	0	←P13
0	1	0	←P14
0	3	0	←B9
0	3	0	←B10
0	3	0	←B11
0	3	0	←B12
0	3	0	←P19
0	1	0	←P20
0	1	0	...
...	...	...	...

FIG. 17E

m frame in BAI

15 ← num_frame_in_RAU			
frame_flag	frame_type	field_pair_type	
0	-	IP	←I4,P5
1	3	-	←B1
0	-	BnBn	←B2,B3
1	1	-	←P8
1	3	-	←B6
1	3	-	←B7
0	-	PP	←P13,P14
0	-	BnBn	←B9,B10
0	-	BnBn	←B11,B12
0	-	PP	←P19,P20
0	3	BnBn	←B15,B16
0	3	BnBn	←B17,B18
...	...	...	...

FIG. 17E  
←P19

FIG. 18A

```
RAU map {
    num_AU_in_RAU;
    for (i=0; i < num_AU_in_RAU; i++) {
        picture_structure;
        picture_type;
    }
}
```

FIG. 18B

```
picture_structure: Field
or Frame
```

⋮

FIG. 18C

```
picture_type: I picture
or Reference B picture
or Non-reference B picture
or P picture
```

⋮

FIG. 19

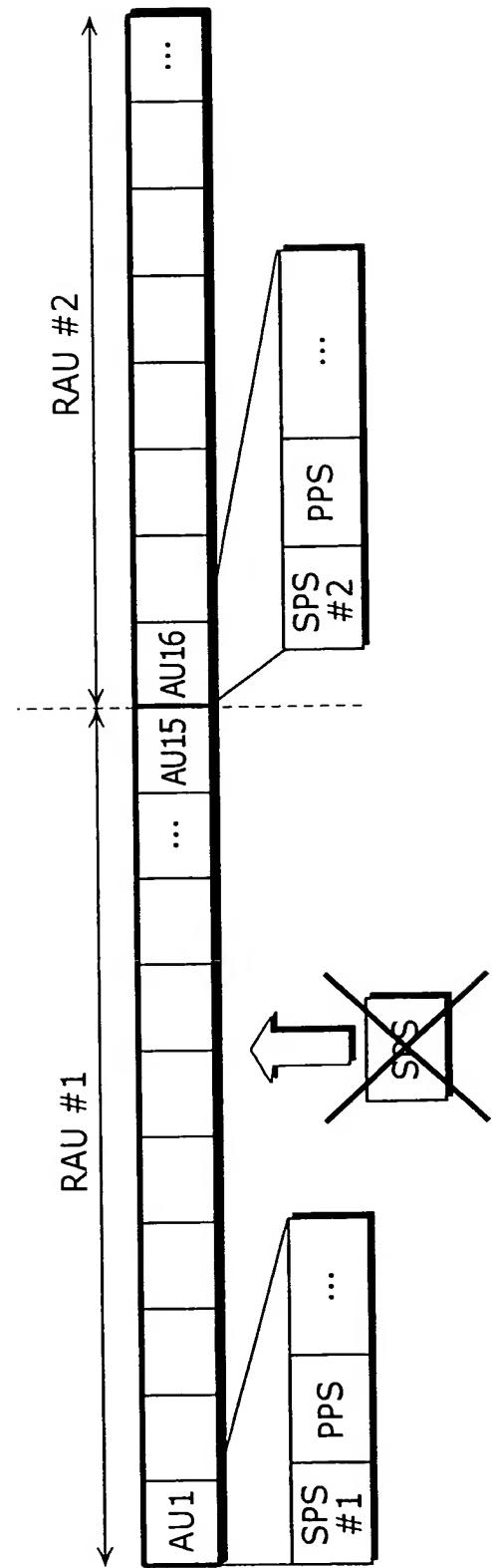


FIG. 20A

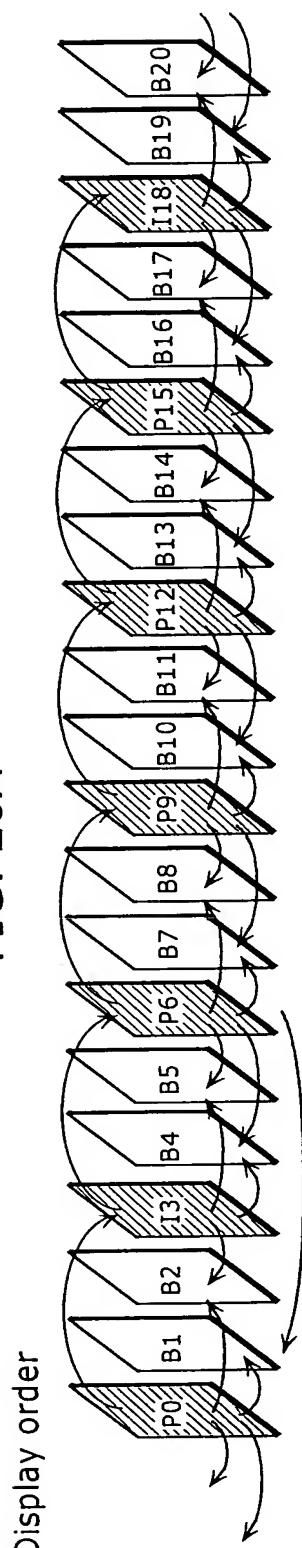


FIG. 20B

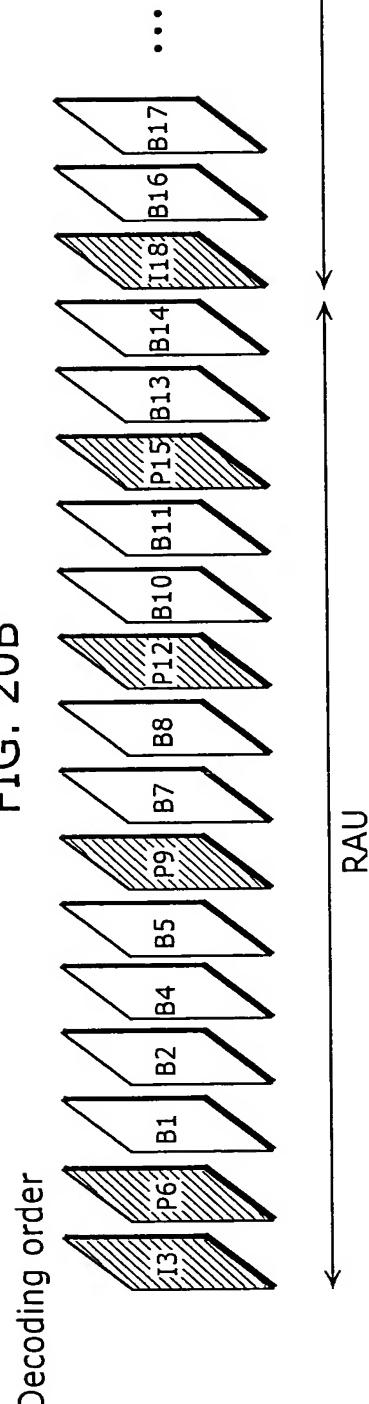


FIG. 21

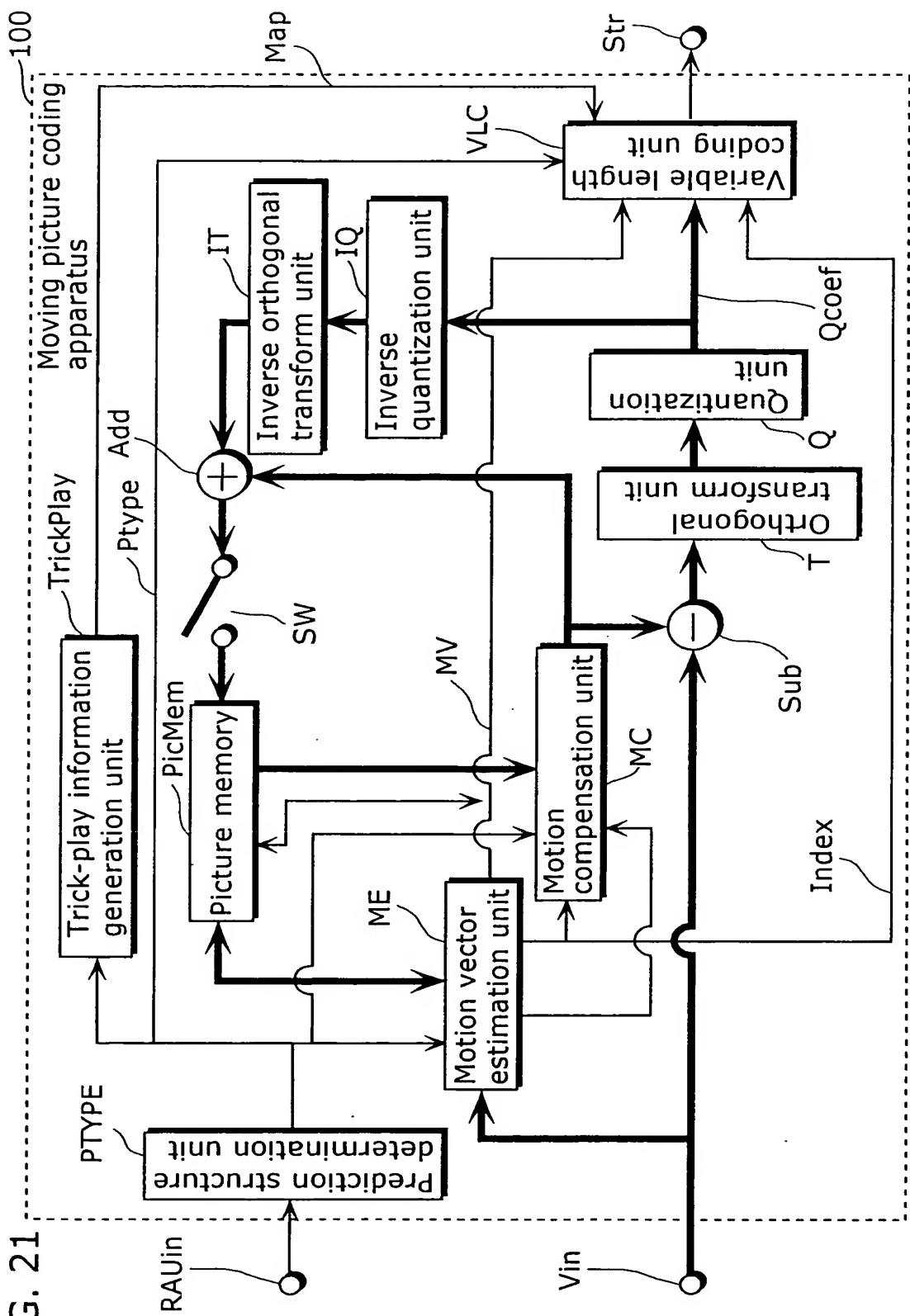


FIG. 22

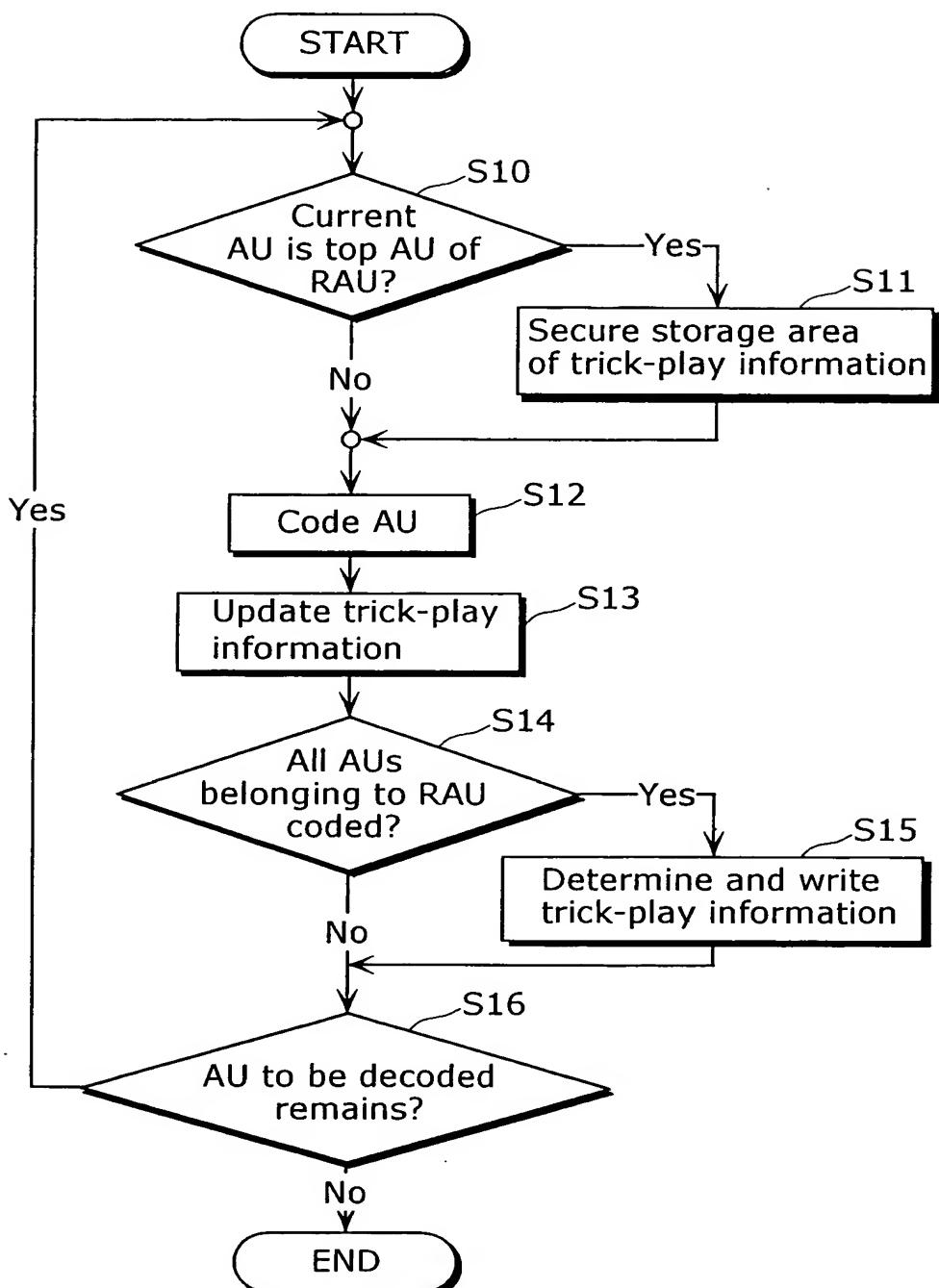


FIG. 23

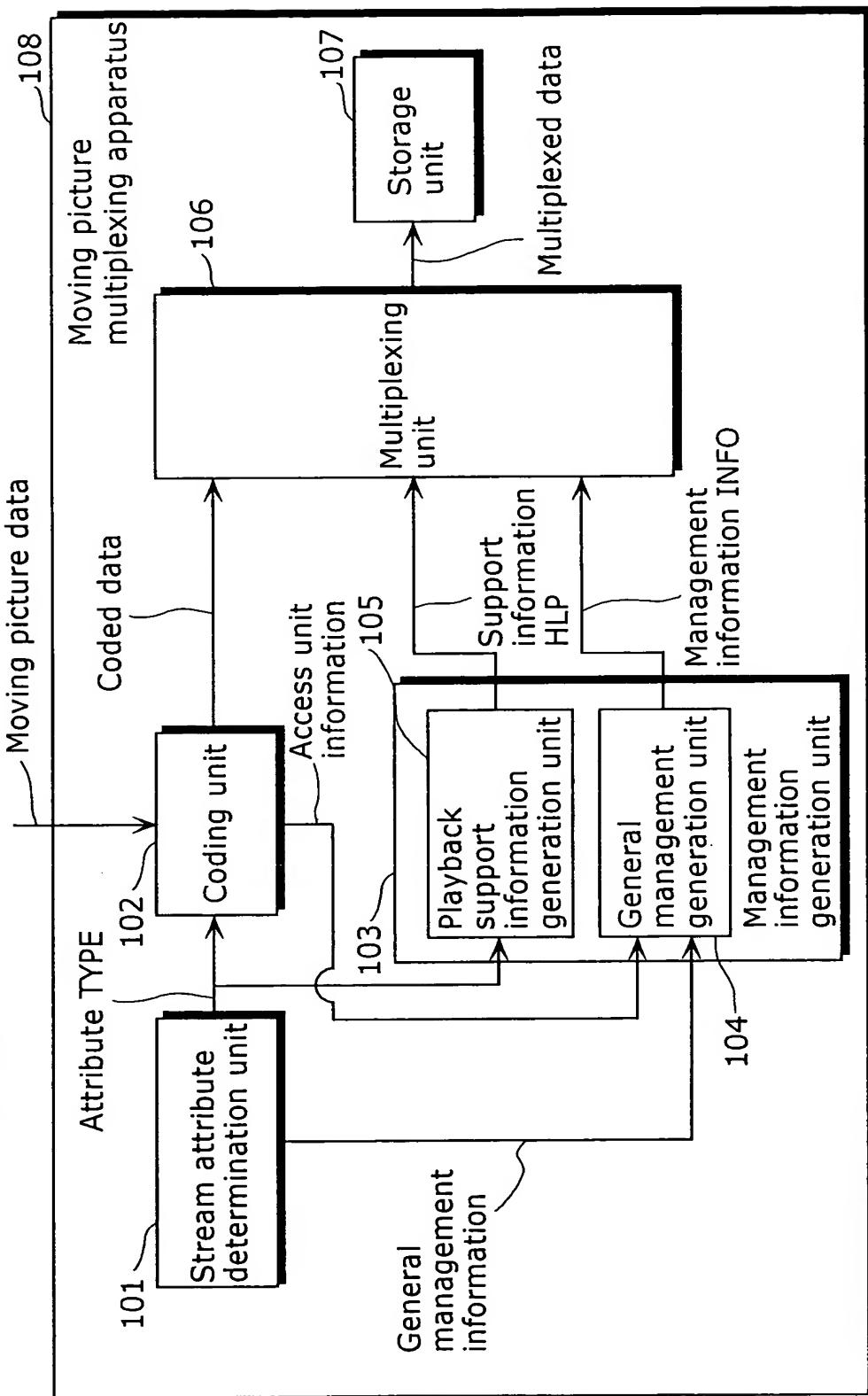


FIG. 24A

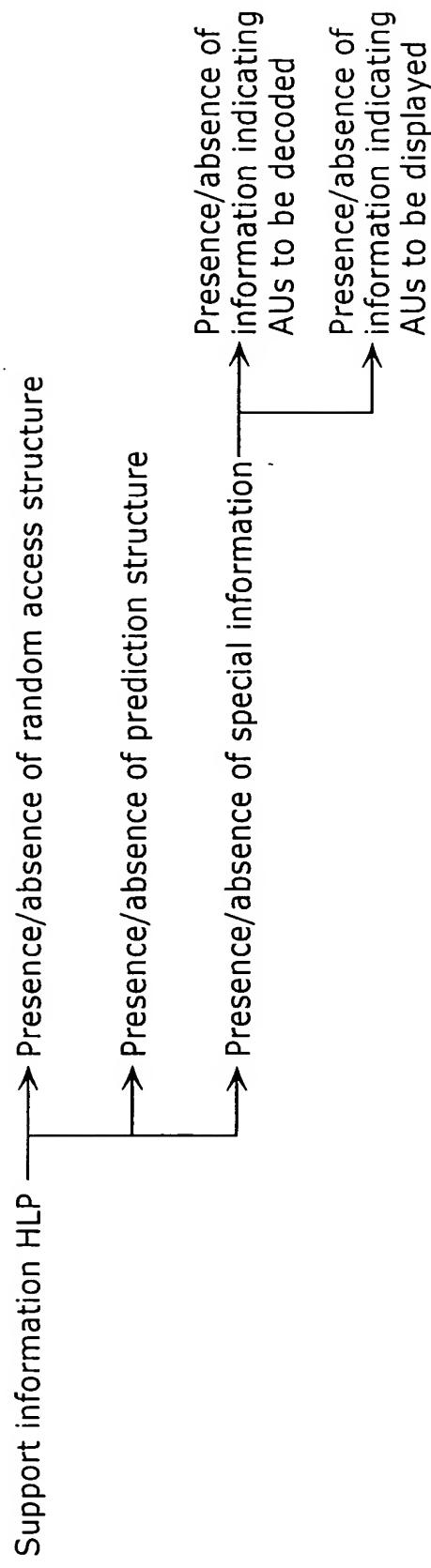


FIG. 24B

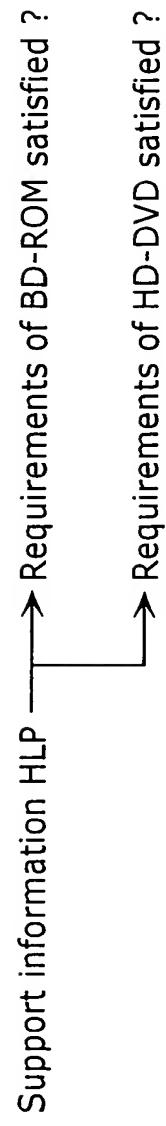


FIG. 25

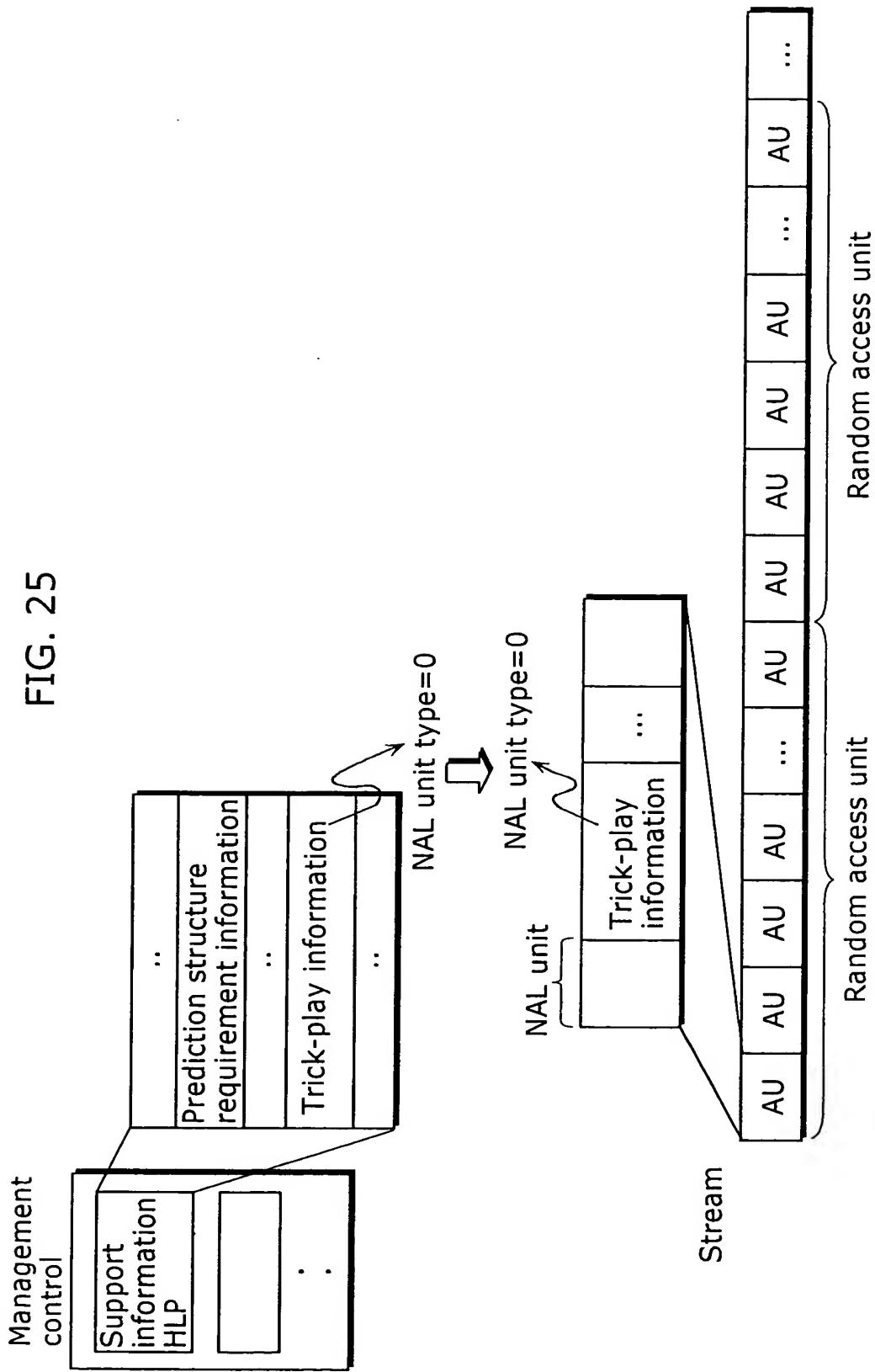


FIG. 26

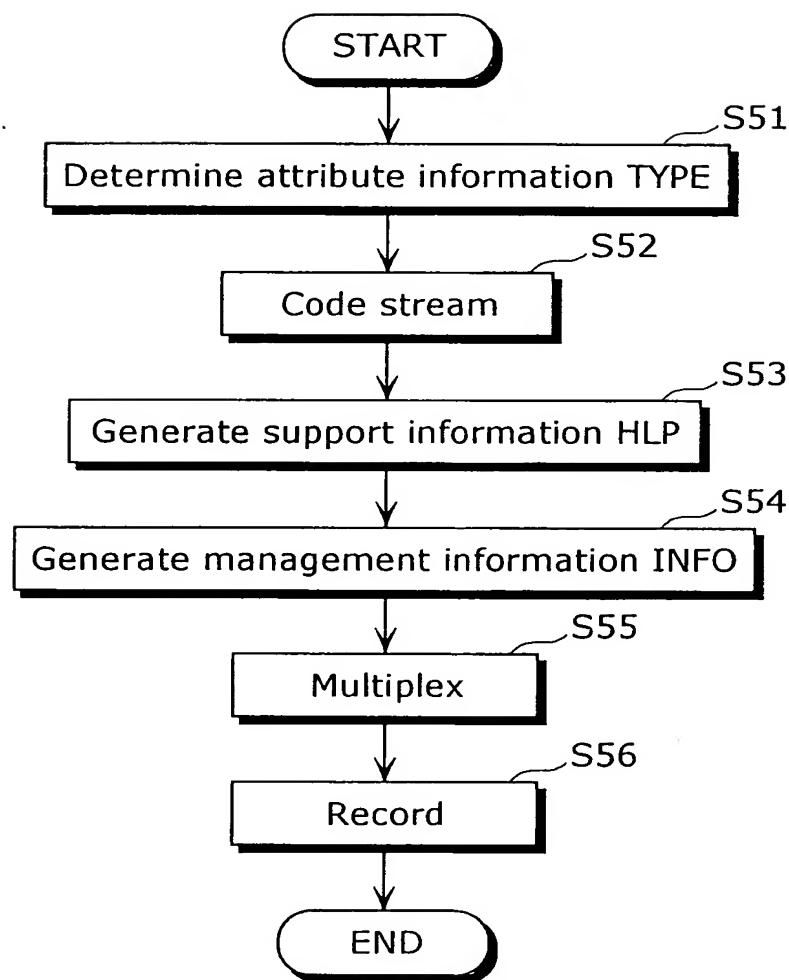


FIG. 27

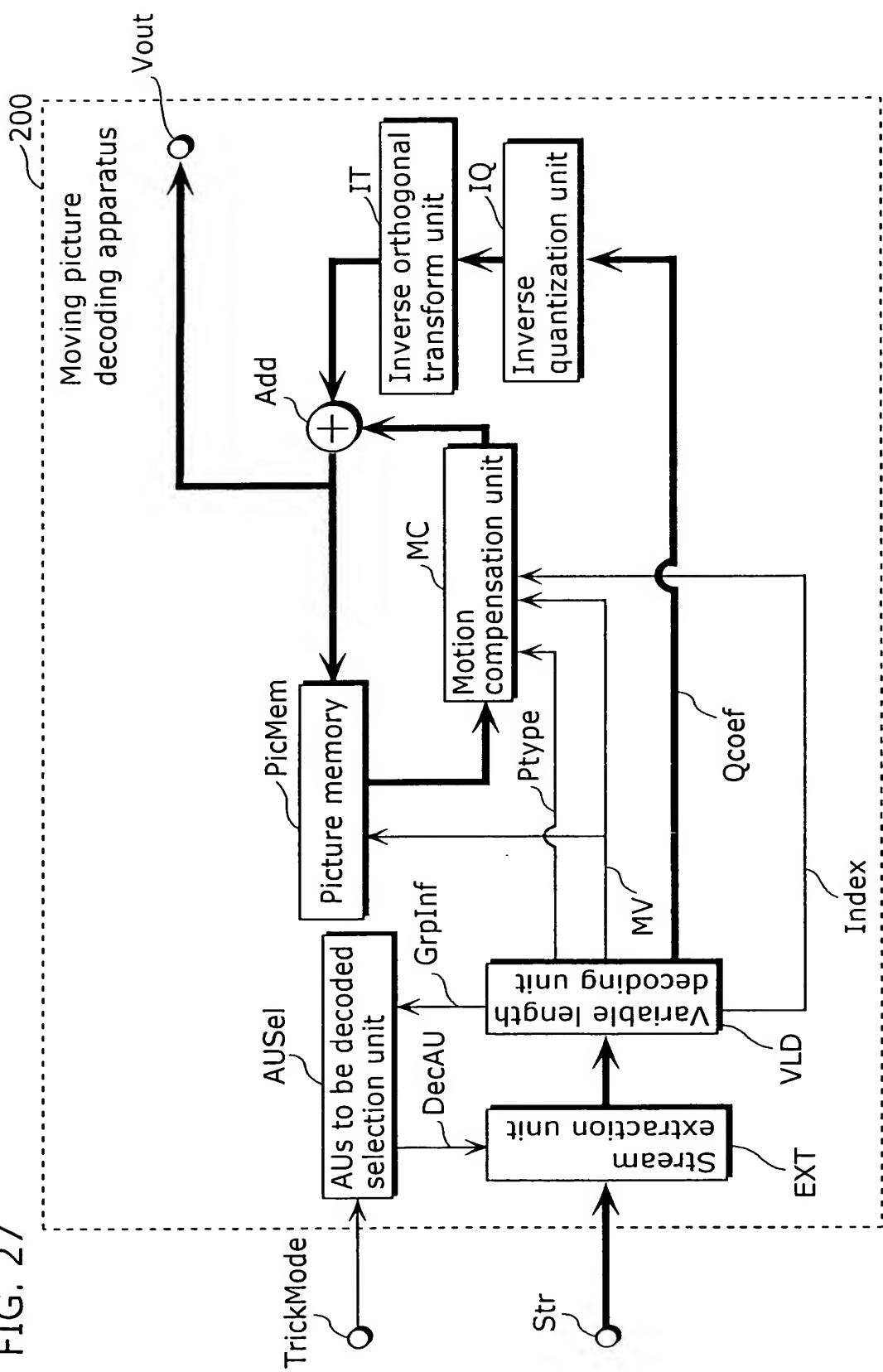


FIG. 28

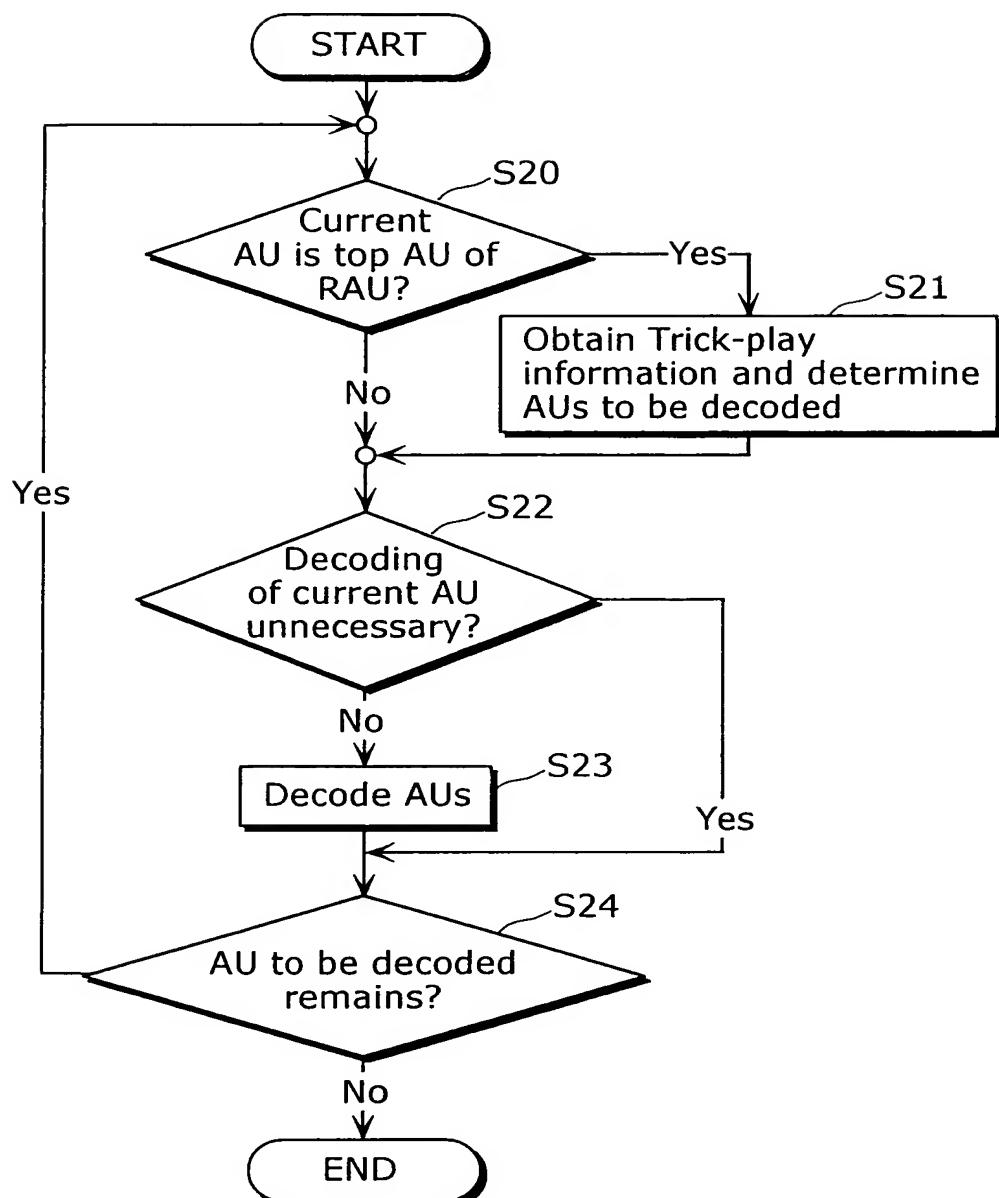


FIG. 29

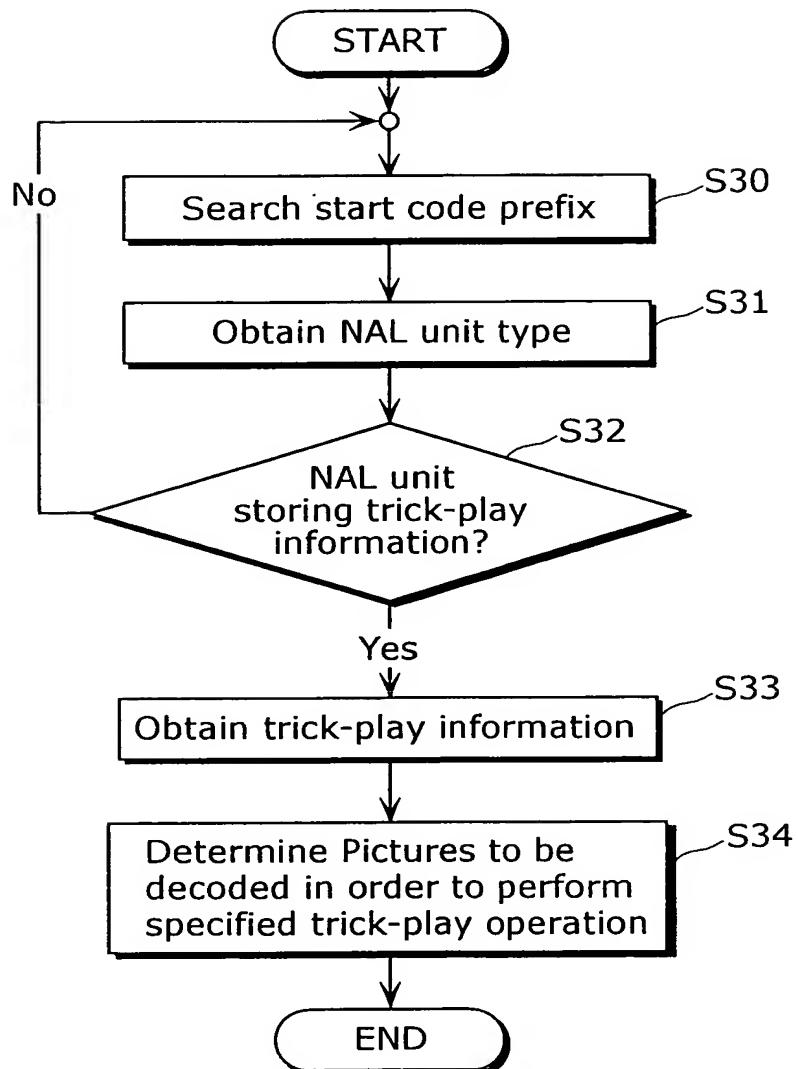


FIG. 30

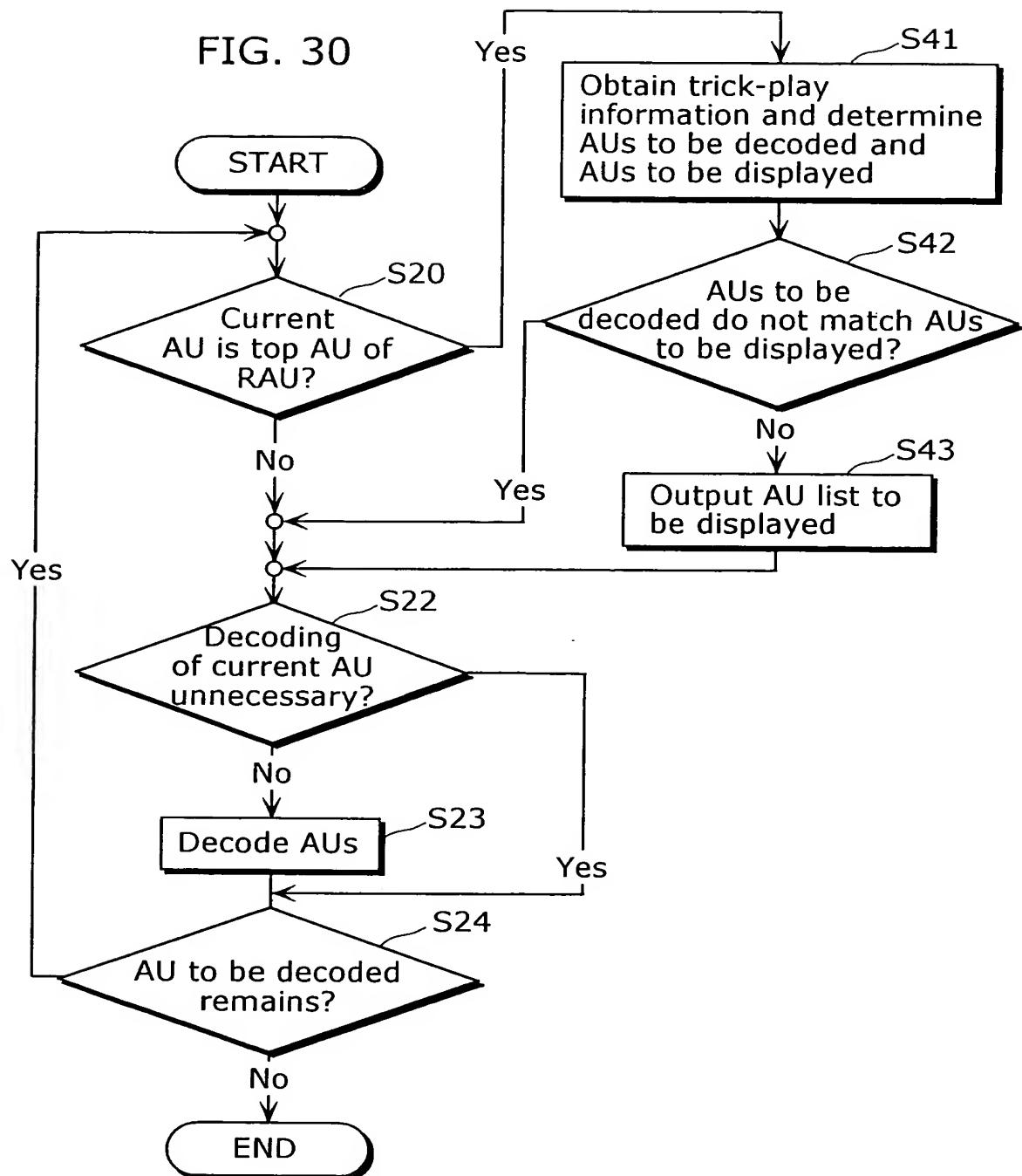


FIG. 31



FIG. 32

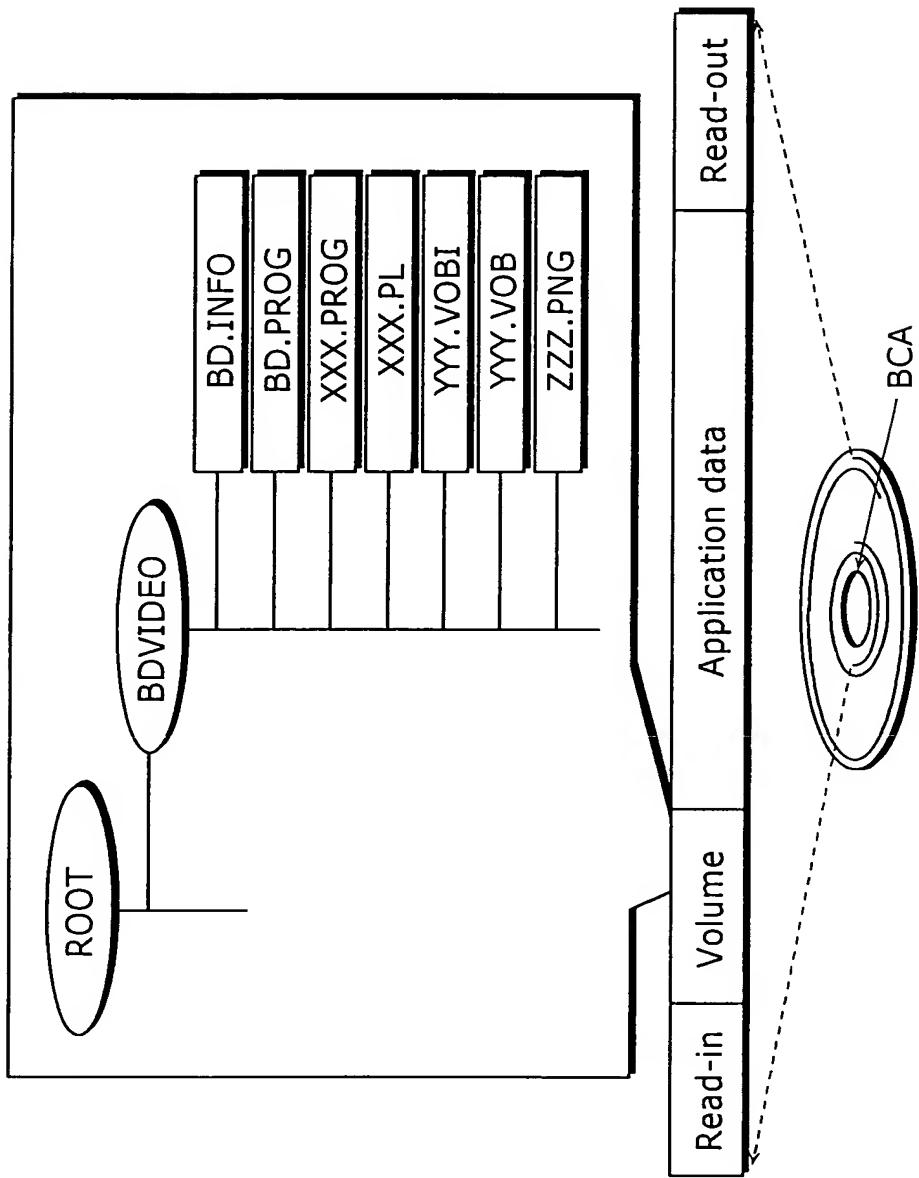


FIG. 33

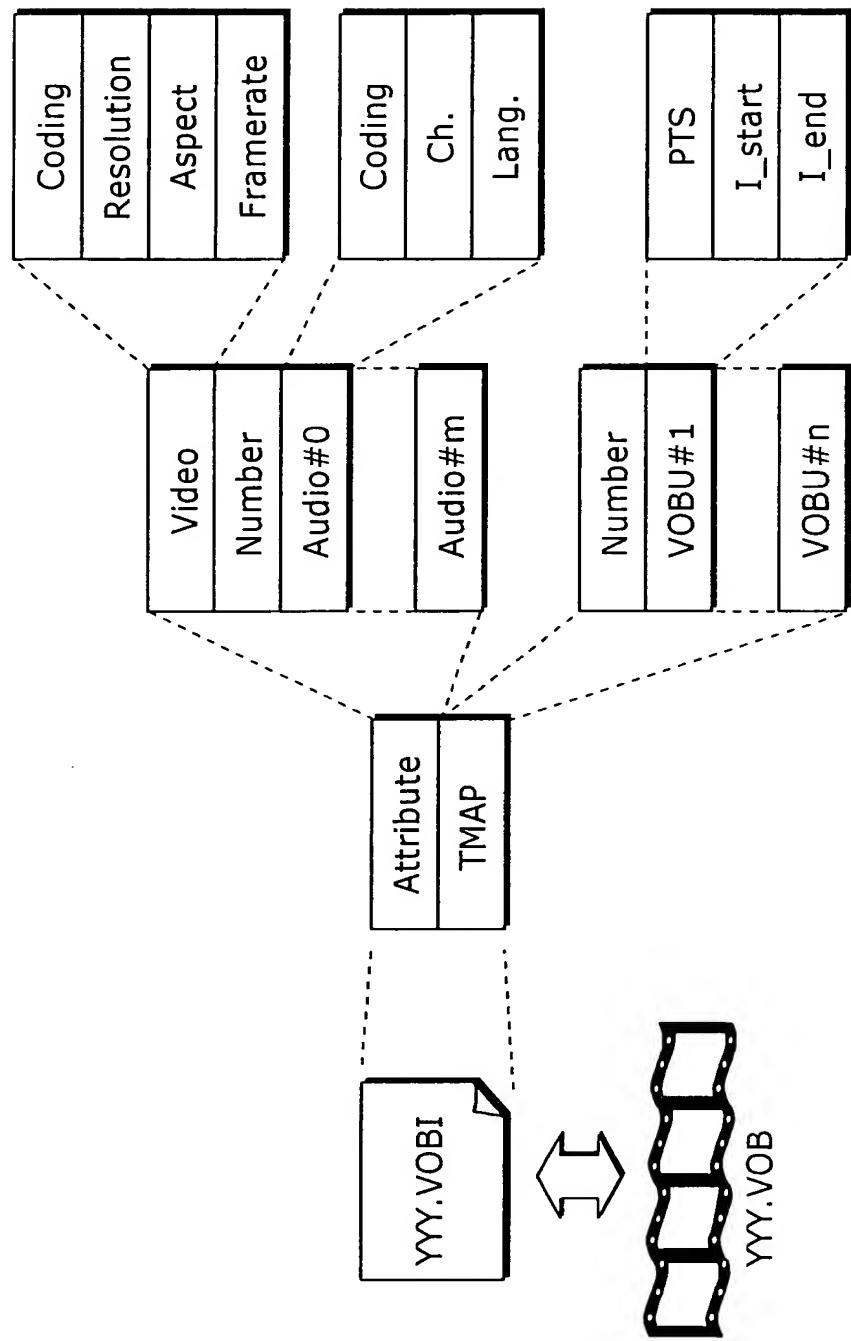


FIG. 34

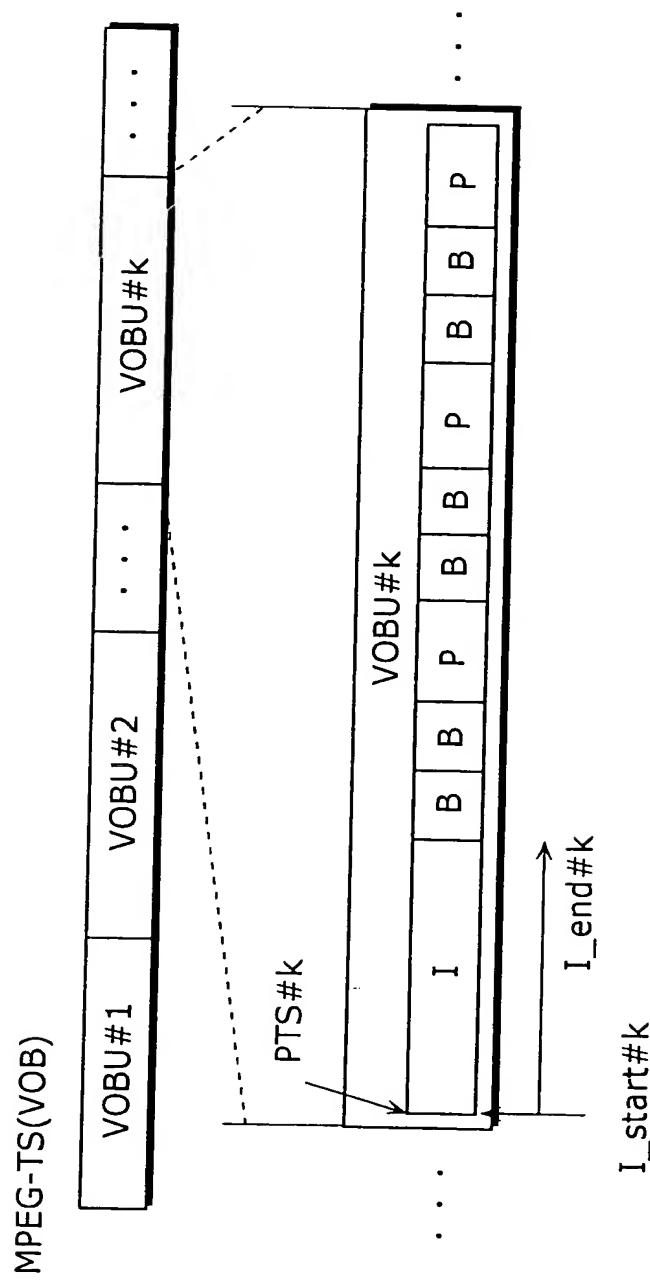


FIG. 35

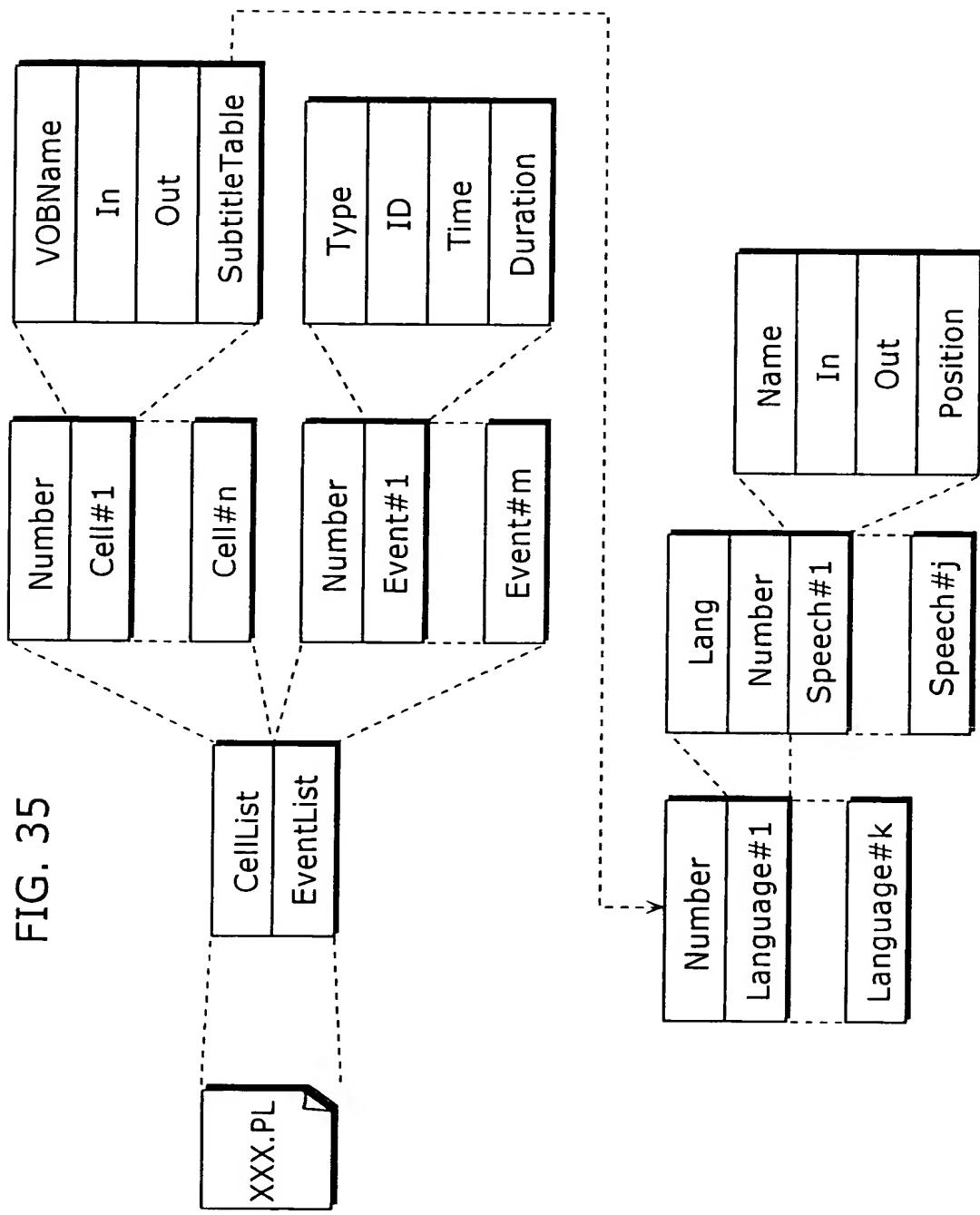


FIG. 36

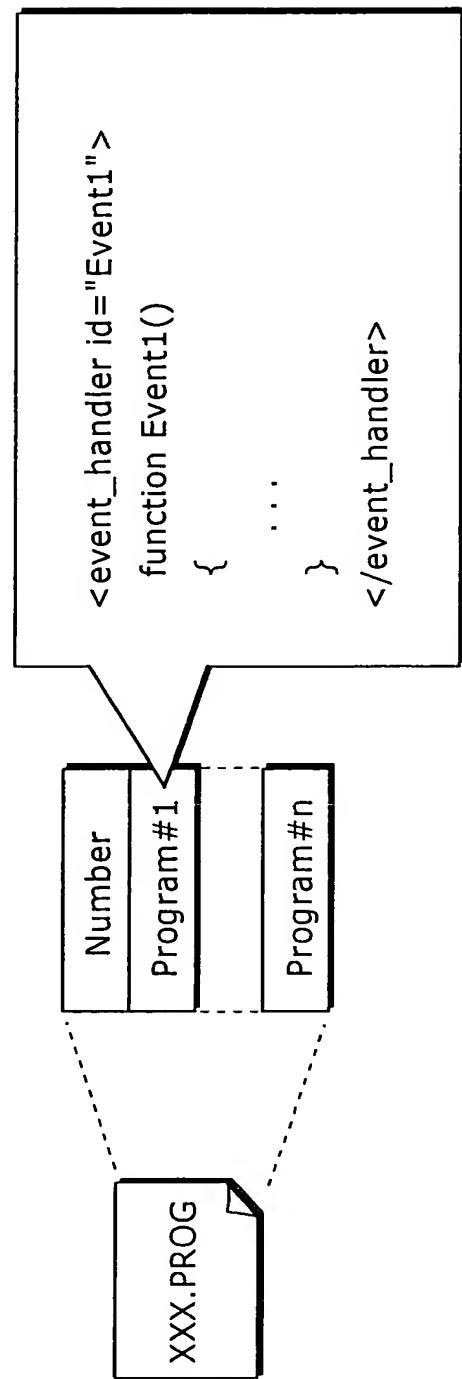


FIG. 37

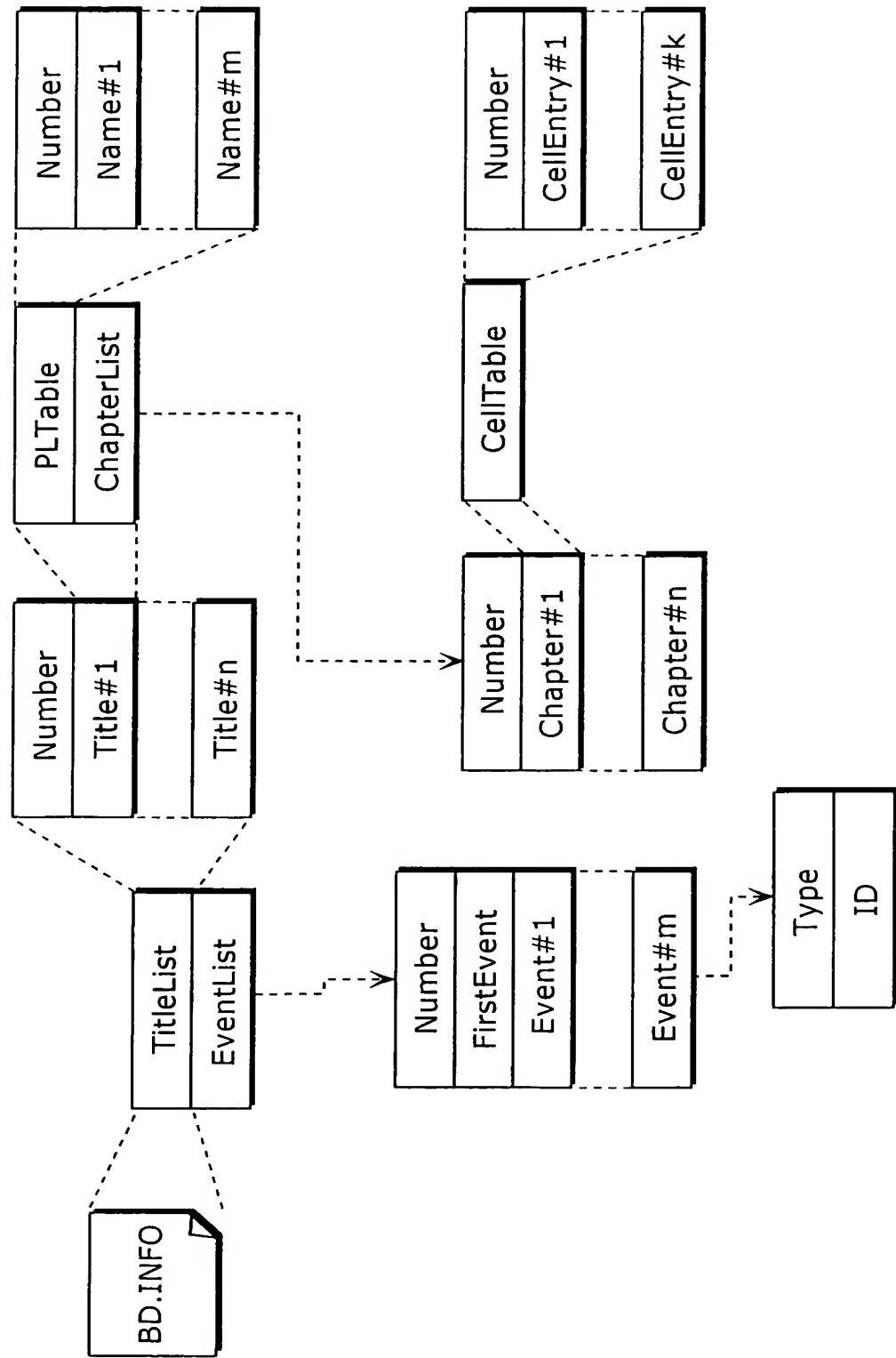


FIG. 38

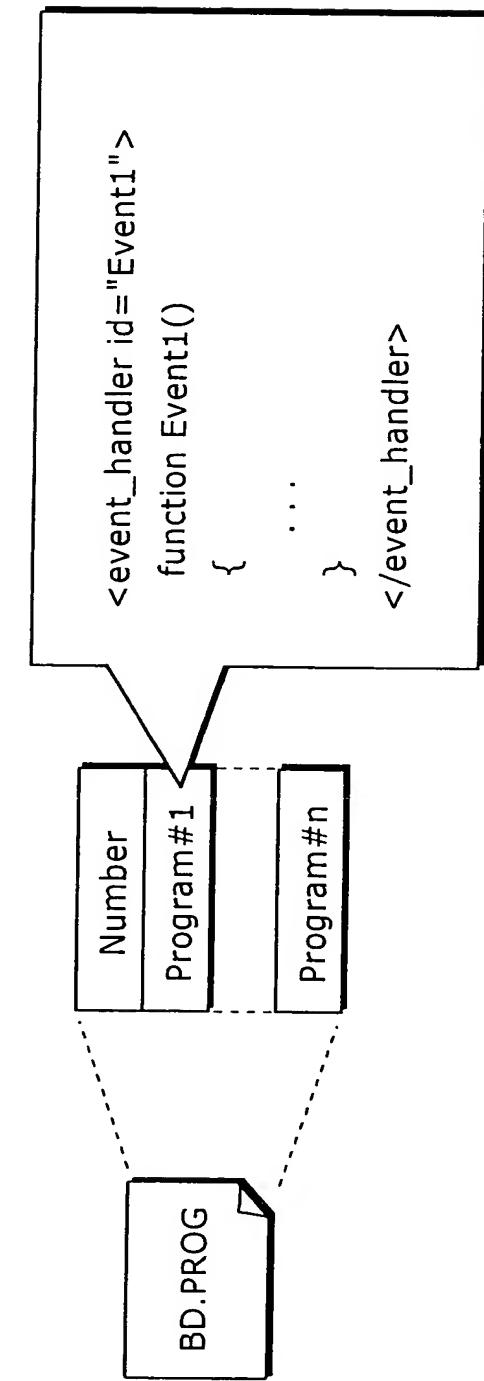


FIG. 39

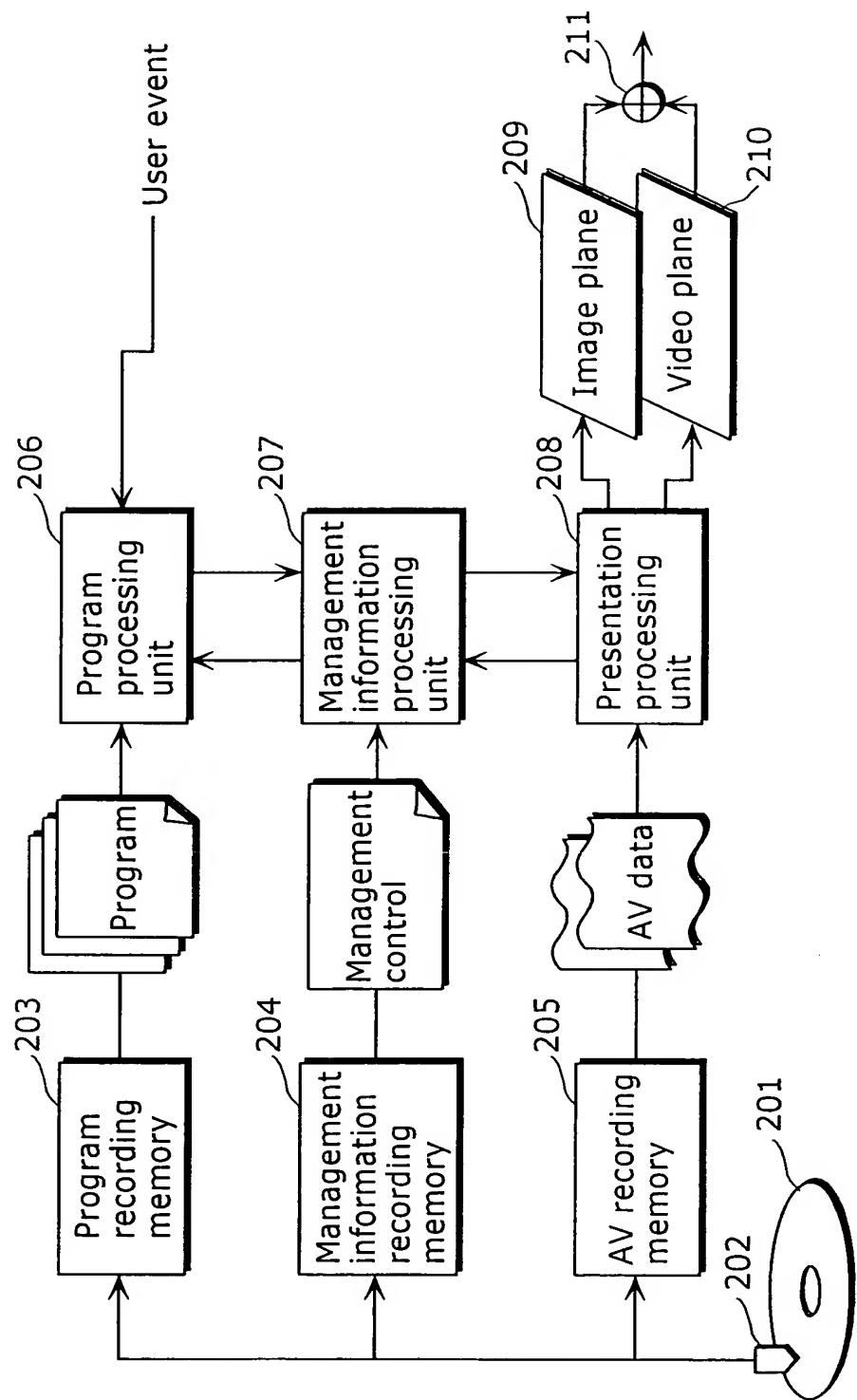


Fig. 40A

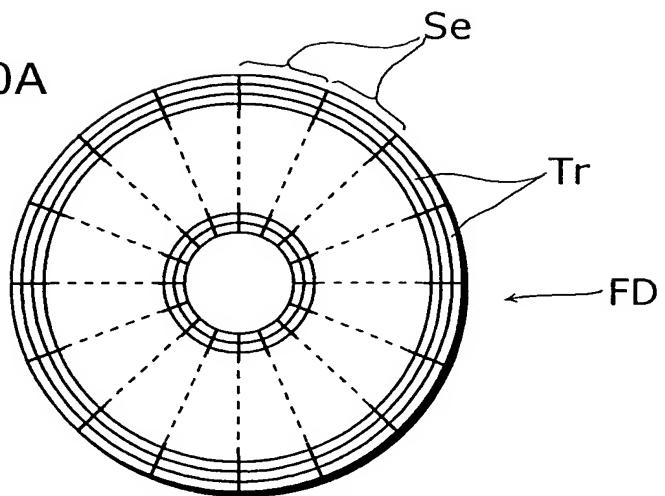


Fig. 40B

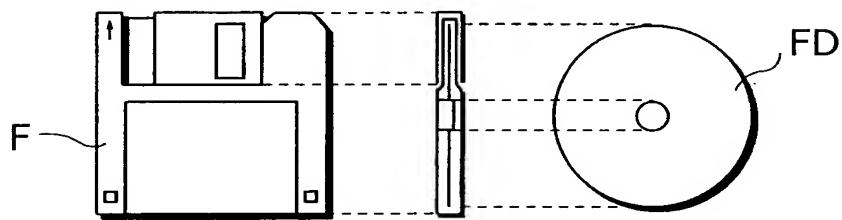


Fig. 40C

